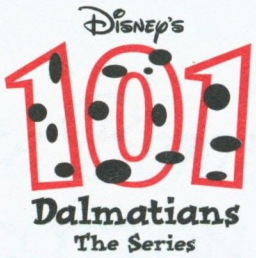


# Attention: Promotion Director

## OPEN CONTENTS WITH CAUTION

It's WOOF, WADDLE and QUACK this season as "Disney's 101 Dalmatians: The Series," "Disney's DuckTales," "Disney's Quack Pack," and "Mighty Ducks: The Animated Series" premiere on your station this fall.

WOOF! WOOF!
Your favorite dalmatians now have their paws planted firmly in television five days a week. DISNEY'S 101 DALMATIANS THE SERIES profiles three spotted pups - Lucky, Roly and Cadpig, not to mention their want-to-be-dalmatian chicken friend appropriately named, Spot - as they dig into one wild adventure after another on the Dearly farm. Each episode explores important kid issues through the use of visual gags and humor.

WADDLE, WADDLE, WADDLE
It's triple the fun as Huey, Dewey and Louie share the spotlight in the popular animated series DISNEY'S DUCKTALES. DISNEY'S DUCKTALES chronicles the lives of the nephews after Uncle Donald is drafted by the Navy and leaves the boys in Scrooge McDuck's care.

Viewers in your market can also see how those lovable yet precocious nephews matured as their story line continues in DISNEY'S QUACK PACK. Life in the '90's gets tough sometimes for good ole Uncle Donald who struggles to raise his teenage nephews Huey, Dewey and Louie. Working for the local "What In The World" news team with girlfriend Daisy doesn't make things easier, but no matter what duck dilemma he faces - everything always ends up just ducky.

QUACK! QUACK!
These ducks are out of this world. Sent here from planet Duckworld, Mighty Ducks: The Animated Series captures the high-tech crime-fighting adventures of the Mighty Ducks as they meet the fast-paced world of professional hockey. They truly put criminals on ice.

As you gear up to launch your Disney animated product, take a look at the enclosed promotional materials. These items will help you properly promote DISNEY'S 101 DALMATIANS: THE SERIES, DISNEY'S DUCKTALES, DISNEY'S QUACK PACK and MIGHTY DUCKS: THE ANIMATED SERIES throughout the season.

Sincerely,

Cindy Goodwin

Cindy Goodwin
Affiliate Relations
(818) 560-7404



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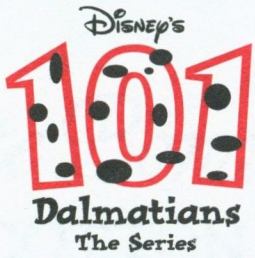


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Sincerely,

Cindy Goodwin

Cindy Goodwin
Affiliate Relations
(818) 560-7404



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# Line Up

How do you keep all your ducks and dogs on the correct day and in the correct time period? Just take a look a the premiere date schedule and animation line-up below.

If you have any questions regarding this information, feel free to call Cindy Goodwin in BVT's Affiliate Relations at (818) 560-7404.

## Premier Date Schedule

| Title | Premier Date |
|---|---|
| Disney's 101 Dalmatians: The Series | Monday, September 1st |
| Disney's DuckTales | Monday, September 1st |
| Mighty Ducks: The Animated Series | Monday, September 1st |
| Disney's Quack Pack | Wednesday, September 3rd |

## Animation Line Up

| MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|---|---|---|---|---|
| 101 Dalmatians | 101 Dalmatians | 101 Dalmatians | 101 Dalmatians | 101 Dalmatians |
| DuckTales | DuckTales | DuckTales | DuckTales | DuckTales |
| Mighty Ducks | Mighty Ducks | Quack Pack | Quack Pack | Quack Pack |



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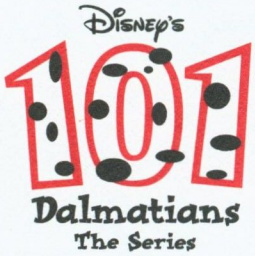


# Feeding Time

Every growing pup needs a regular feeding time...and so does every animated series. Buena Vista Television's Distribution Department maintains all satellite feeds for "Disney's 101 Dalmatians: The Series," "Disney's DuckTales," "Disney's Quack Pack" and "Mighty Ducks: The Animated Series" episodes. Each episode is fed to your station one week before its intended air date.

If you have any problems with a feed or need to reschedule a feed time, please feel free to contact the appropriate person below:

**BVT SATNET**

BVT Satellite Facility Technical Trouble: (800) 966-3137

24 Hour Hotline: (800) 560-2552

Fax: (818) 567-1870
(818) 567-1788

Address: Buena Vista Television
500 S. Buena Vista
TD 105
Burbank, CA 91521-0134

**BVT Distribution Department Contact:**

Shannon Keating (818) 560-5982



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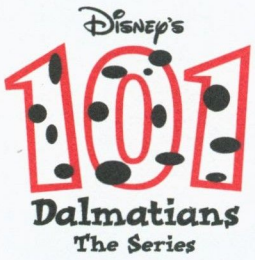


# What's on the TUBE?

What is a "Cruellanator?" Where would you encounter the "Abominable Snow Woman?" What is "Tasty Paste?"

These questions and more are answered in the following episode synopses to help you pre-promote "Disney's 101 Dalmatians: The Series," "Disney's DuckTales," "Disney's Quack Pack" and "Mighty Ducks: The Animated Series". Also included are broadcast schedules for each series.

Should you have any questions, please call Cindy Goodwin at (818) 560-7404.

BUENA VISTA TELEVISION 500 South Buena Vista Street, Burbank, California 91521 (818) 560-1000

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Disney's 101 Dalmatians The Series

# Help!
# I have "101" questions

## Show Contacts

Who do you call when you have a hundred questions? Take a look below for the appropriate contact.

**Call: Cindy Goodwin at (818) 560-7404**
**If you have questions related to:**
Show Information
Promotion Opportunities
Synergy Co-op Advertising
Character Appearance
Local Event & Expos
Kids Club
Merchandise

**Call: Shannon Keating at (818) 560-5982**
**If you have questions related to:**
Satellite Information
Show Formats
Feed Times or Set up

**Call: Kim Harbin at (818) 560-5066**
**If you have questions related to:**
Press & Publicity Information



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Disney's 101 Dalmatians The Series

# 101 DALMATIANS:

## Synopses, Season 1 (1997)

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**1 HOME IS WHERE THE BARK IS (4338-012)**

*Kid Issue: Moving to a new home/resisting change*
*Lesson Learned: Home is where the family is.*

Roger and Anita announce that they are moving to a house in the country. Lucky, Roly, and Cadpig hate it as soon as they arrive. When they overhear Cruella stating her intention to steal the check Roger plans to use for a down payment, Lucky and friends secretly steal it. They think that giving the check to Cruella will help them get back to the city. Upon doing so, they discover Cruella's plan to bulldoze the farm and send the farm animals off to a glue factory. All the animals team together to stop Cruella from going to town and depositing the check. In the end, Lucky returns the check to Roger, with Roger thinking he just misplaced it.

---

**2A CHOW ABOUT THAT (4338-013)**

*Kid Issue: Missing lunch!*
*Lesson Learned: How to listen.*

Lucky, Roly, and Cadpig race to get to lunch on time, but just miss it. Ignoring Spot's attempts to tell them Nanny set some kibble aside for them, they try a variety of increasingly outlandish ways to break into the Chow Tower and get some food.

---

**2B YOU SLIPPED A DISK (4338-014)**

*Kid Issue: Letting someone you really care about down.*
*Lesson Learned: How to be responsible.*

Roger develops a computer game that spoofs Cruella as the "CRUELLANATOR." When Lucky is asked to guard the disk with the game on it, Scorch sneaks in and steals it. Lucky goes on a mad chase to get the disk, leading Scorch and him back to Cruella's house, where Cruella ultimately sees the game...and likes it.

---

**3A AN OFFICER AND A GENTLEDOG (4338-015)**

*Kid Issue: Competition.*
*Lesson Learned: Some things are more important than winning.*

Colonel sends the puppies on an obstacle course to move up to "Yippers" in the Bark Brigade. Lucky is dead set on beating Tripod in this race. But when Roly hurts himself, Lucky turns back to help him, giving up his lead and his chance of winning.



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**3B OUR OWN DIGS (4338-016)**

*Kid Issue: Finding your own place and getting it taken over by bullies.*
*Lesson Learned: You have to live by your own conscience/ethics even if it means helping your worst enemy.*

Fed up with the rules in the barn, the pups find a haybale hideout and decide to move in. After they redecorate, their haystack is taken over by Mooch, Wizzer, Dipstick and Two-Tone. Lucky et al find another hideout in a hollowed out oak tree. Cruella buys all the haybales to use for her new clothes line. When the pups see her haybale-eating Fashion Master 5000 Machine, they decide they have to save Mooch, even if he is their enemy.

**4 THE FUNGUS AMONG US (4338-014)**

*Kid Issue: What do you do when circumstances lead to a monumental challenge.*
*Lesson Learned: One dog can make a difference, and teamwork saves the day.*

Cruella is in financial trouble. When Scorch inadvertently discovers fragrant mushrooms under the Dearly barn, Cruella devises a plan to save herself financially by making a new perfume from this fragrance. Lucky and friends must do all they can to stop Horace and Jasper from tearing down the barn.

**5A LOVE 'EM AND FLEA 'EM (4338-036)**

*Kid Issue: Being worried about your appearance*
*Lesson Learned: Beauty is in the eye of the beholder*

Two-Tone is in love with Mooch but he continually rebuffs her. When Two-Tone transfers her affections to Lucky, all goes well and the two make a date to go bone-digging together. Unfortunately, Lucky is afflicted with fleas right before his date and goes to great lengths to get rid of them. Meanwhile, Mooch realizes he's jealous that Two-Tone isn't interested in him anymore. To get back at Lucky, Mooch pours green dye into Lucky's flea bath. Lucky is mortified to be bright green but goes on his date anyway. At the same time, Mooch cleans himself up and also appears. Two-Tone chooses Lucky because she likes the fact that he looks "different."

**5B IT'S A SWAMP THING (4338-019)**

*Kid Issue: The pain we go through to avoid pain.*
*Lesson Learned: Honesty is the best policy.*

Sharing his old war stories, the Colonel lends a prized scarf to Lucky. When Lucky, Roly, Cadpig, and Spot venture into the swamp against the Colonel's orders, Lucky promptly loses the scarf, which he and his friends must rescue from the Swamp Rat, the Water Snake, and Steven the Alligator. Lucky finally returns the tattered scarf to the Colonel, who tells him that safety is more important than anything.

**6A FULL METAL PULLET (4338-020)**

*Kid Issue: Dealing with authority figures*
*Lesson Learned: Standing up for what's right is sometimes more important than arbitrarily following orders.*

Lt. Pug, a nasty little Napoleon, takes over the Bark Brigade and decides to weed out the weak. He assigns Lucky and Tripod to be team leaders for the Bark Brigade Cadet Review. Lucky gets stuck with Spot, a clumsy chicken, on his team. Lucky is at first unwelcoming to Spot but changes his tune when Lt. Pug makes fun of her and Spot stands up for him. Lucky and Spot and the team do a marching routine which shows Pug the true meaning of teamwork, creativity and courage.

**6B PURRED IT THROUGH THE GRAPEVINE (4338-021)**

*Kid Issue: Thinking you know more than you really do.*
*Lesson Learned: Look before you leap.*

The Colonel teaches the pups about the Barking Chain, a way of passing on important messages from animal to animal over long distances. Lucky is overzealous in his attempt to pass on a message, and ultimately creates chaos when he passes on the wrong message.

**7A FILM FATALE (4338-022)**

*Kid Issue: Getting into a movie you're not allowed to see.*
*Lesson Learned: Have patience!*

Lucky finds out that his favorite movie star, Thunderbolt P.I., has a new movie out at the Cruellaplex in Grutely. Lucky is in a hurry to see the next matinee. He and his friends sneak into the theater and are discovered by Cruella who sics Scorch, Horace, and Jasper on them. Lucky & co. barely escape, miss the movie and discover on their way home, that they could have seen it at the local drive-in if they'd had the patience to check the paper. Lucky gets to the drive-in just in time to see the end titles.

**7B PRIMA DOGGY (4338-023)**

*Kid Issue: Wanting to be on TV.*
*Lesson Learned: Don't let stardom go to your head.*

Kanine Krunchies puts out a national casting call for the perfect pup to promote their product. When Lucky goes to the audition and inadvertently gets the job, he lets it go to his head and becomes a snob, alienating all his friends. Lucky becomes disenchanted when he sees that the commercial is hard work and no fun, but finds he now has no one to turn to. In the end, Spot becomes the new spokesanimal.

**8A INSULT TO INJURY (4338-024)**

*Kid Issue: Not wanting to wear braces/glasses/etc.*
*Lesson Learned: Taking care of yourself is a lot more important than looking cool.*

When Lucky accidentally pushes Cruella into a pond, Cruella fakes injury in order to sue Roger and Anita for the farm. Cruella moves in with the Dearlys while she plans her lawsuit. It's up to the pups to expose Cruella's hoax, exposing her to greater injury and inspiring her to sue the Dearlys for everything they've got. Finally, the pups manage to steal Cruella's tape recorder, which has incriminating evidence, and play it for Roger. Cruella's comeuppance is to become the Dearly's maid.

**8B CLOSE BUT NO CIGAR (4338-025)**

*Kid Issue: Missing out on an eagerly awaited event.*
*Lesson Learned: Sometimes the journey can be more fun than the destination.*

Lucky, Roly, Cadpig and Spot miss the Puppy Bus to Grutely County Fair. They are forced to make their own way to the fairgrounds - while Horace and Jasper madly pursue them, trying to retrieve a valuable raffle ticket for Cruella. Though the pups miss the fair, they have a wild ride along the way.

**9A FRISKY BUSINESS (4338-026)**

*Kid Issue: .Confusing stealing with borrowing.*
*Lesson Learned: A misdeed always catches up with you in the end.*

Lucky convinces Cadpig, Roly, and Spot to join him in stealing Cruella's car to drive to a market in Grutely for free samples of Kanine Krunchies. They drive the car into the swamp, where the Swamp Rat and friends agree to help Lucky get the car out for a price. The car is returned before Cruella notices, but Lucky does not get off lightly when the Swamp Rat and Steven the Alligator come to collect.

**9B LUCKY IN THE CITY (4338-027)**

*Kid Issue: Wanting your privacy/independence/freedom.*
*Lesson Learned: Home is where the heart is.*

Lucky becomes disenchanted with living in such a big family and with his constant lack of privacy. Perdy and Pongo send him to live with his rich city aunt and uncle. After dealing with the isolation of this snooty, high-society environment, Lucky realizes how much he misses his siblings and returns to his big country family.

**10 SHIPWRECKED (4338-028)**

*Kid Issue: Being stuck in a pressurized situation with the one you like the least.*
*Lesson Learned: Necessity is the mother of invention...and friendship.*

The Dearlys go on a day cruise with their Dalmatians and unexpectedly find themselves accompanied by Cruella and Scorch. When Lucky defends Spot against Scorch's attempt to make his own chicken tenders, Lucky and Scorch are swept overboard. Trapped on a quickly flooding island in the middle of a storm, the two must work together to save themselves while their friends try to turn the ship around.

**11A NO PAIN, NO GAIN (4338-029)**

*Kid Issue: Fear of injections.*
*Lesson Learned: Avoiding pain can be more trouble than it's worth.*

The veterinarian arrives to give the pups a vaccine against Itchiswellinosis. Lucky is desperately afraid of needles. He runs away but is unable to find a hiding place on the farm. Lucky decides to hide out at Cruella's mansion and has a series of painful mishaps in her gymnasium/spa disrupting her "Day of Beauty." After discovering the shots were no big deal for his siblings, Lucky winds up with Itchiswellinosis.

**11B LUCKY ALL-STAR (4338-030)**

*Kid Issue: Wanting to find the easy way out*
*Lesson Learned: It takes hard work, not luck, to get what you want*

Lucky is successful living by his wits and charm. He doesn't think he needs to practice to make it onto his favorite bone digging team, The Dog Stars. Unprepared, Lucky is not chosen for the team, but hard-working Tripod is. Lucky decides to follow Tripod's example and practice, but he oversleeps the next day and misses the tryouts. Eventually, his hard work pays off when he helps a man dig his jeep out of a ditch. The man happens to be the owner of the Dog Stars and Lucky is recruited for the team.

**12A DOUGH THE RIGHT THING (4338-031)**

*Kid Issue: Doing the right thing.*
*Lesson Learned: It is important to do right, even to someone who's done you wrong.*

The puppies find Cruella's purse and it's full of money! They're about to spend it all, when Spot persuades them to do the right thing and return it to Cruella. But when they do, they find out the purse actually belongs to Anita! Cruella plans to keep the money so the Dearlys will miss a payment on the farm, making it possible for Cruella to scoop it up. The pups have to thwart Cruella, Horace and Jasper and Scorch to get the purse back.

**12B TIC TRACK TOE (4338-032)**

*Kid Issue: Hero worship.*
*Lesson Learned: Even heroes need help sometimes.*

Lucky, Roly and Cadpig go to the dog track to see their hero: Go-Go, "The Fastest Dog In the World." They're disappointed to see Go-Go has lost his confidence due to a traumatic incident with an exploding race track bunny. Go-Go's so down-in-the-dumps he hasn't been winning, and the track has gone downhill - a fact Cruella plans to take advantage of. She's bought the track and plans to tear it down. The pups save Go-Go and the track by getting Go-Go back into shape - and Cruella decides the track is a winning proposition after all.

**13 CITIZEN CANINE (4338-034)**

*Kid Issue: wanting to fight unfair rules*
*Lesson Learned: don't forget the reason you wanted to fight*

When Lucky learns Ed Pig was never legally elected mayor, Lucky decides to challenge him. Lucky starts out with high ideals, determined to unseat the far less scrupulous incumbent. However, as the election heats up, Lucky finds himself corrupted by the political process and realizes he's no better than his rival.

**14 FOUR STORIES UP (4338-035)**

***Kid Issue:** What do you do when the TV goes on the blink?*
***Lesson Learned:** Nothing compares to your own imagination*

When the pups' favorite program, *Thunderbolt P.I.*, is pre-empted by a "Cruellathon" in the middle of an episode, the pups and Spot panic. They're desperate to know how the story ended. Lucky, Cadpig, and Roly each take a turn telling their version of how the story ended, with Spot the unfortunate victim in each version. The real Spot, enraged at how her friends have belittled her fictionally, gives it back in her version of the story, a sort of "Revenge of the Killer Chicken." By the time the real show comes back on, the pups and Spot have realized that their own imaginations have provided better endings than anything they saw on TV.

**15A SHAKE, RATTLE, AND WOOF (4338-037)**

***Kid Issue:*** *Wanting to be a star*
***Lesson Learned:*** *Don't forget to have fun (and always read the fine print)*

Our four heroes are just having fun when Roger samples their voices for his computerized music library, but Cruella convinces them they can become rock and roll stars. She turns the barn into an elaborate sound stage for the big TV broadcast that will introduce them to the world. When her promise to let Roger direct the show is flagrantly broken, the pups and Spot want to quit. But Cruella has hidden some fine print in their contract that if they quit the Dearly's have to turn the farm over to her. In the end, the show does go on, producing a well-deserved disaster for Cruella -- and the pups are free to go back to just having fun.

**15B MARKET MAYHEM (4338-038)**

***Kid Issue:*** *Fixating on a favorite food*
***Lesson Learned:*** *Be open to new possibilities*

When Nanny heads for the Mom and Pop grocery store in Grutely to purchase generic dogfood instead of their favorite Kanine Krunchies, Lucky, Roly, Cadpig, and Spot sneak along to stop her. They arrive just as Cruella has sent Horace and Jasper to stage a robbery which she thinks will force Mom and Pop to sell their store. Our heroes not only foil Horace and Jasper, but they also trick two real robbers into absconding with a bag of dogfood instead of Mom and Pop's money. Cruella ends up the robbery victim and the pups and Spot are rewarded with a heroes' feast.

**16A DOGS OF DE VIL (4338-039)**

***Kid Issue:*** *What do you do when your parents have a disagreement*
***Lesson Learned:*** *When your parents argue, it doesn't have to be the end of the world*

The pups and the Dearlys are looking forward to a Saturday picnic when Anita is suddenly called away to work at a fashion show at the House of de Vil. Roger and Anita get into an argument about the fact that Anita never spends time with her family. Anita and Perdy storm off, leaving Roger and Perdy alone. The pups are afraid this means the family is splitting up. Convinced they can bring everyone back together, the pups and Spot sneak along in Anita's car and end up disrupting Cruella's fashion show. The pups end up wearing Cruella's fashions, which turns out to be a big hit with the critics. Meanwhile, Roger and Pongo come to the House of de Vil and all is forgiven, much to the pups' delight.

**16B BARNBOOZLED (4338-033)**

*Kid issue: Invasion of privacy.*
*Lesson Learned: You get what you deserve.*

Cruella finds an ancient legal document which seems to give her title to the land under the Dearly barn - but under one condition: she must live in the barn for 24 straight hours. Cruella makes a go at it, filling the barn with her furniture and artwork, having Horace and Jasper wait on her, and generally intruding into the pups' lives. Unable to stand it, the pups try to force her out, but nothing works until they kill her with kindness.

**17 YOU SAY IT'S YOUR BIRTHDAY (4338-040)**

*Kid issue: Feeling betrayed by loved ones.*
*Lesson Learned: Trust.*

Anita is planning a birthday surprise for the pups - designer doggy sweaters. Cruella , seeing the designs, misinterprets, thinking this means Anita is moonlighting for another fashion house, designing children's clothes. Cruella spies on Anita and learns the clothes are to premiere at a party in the barn. Cruella disguises herself as a clown and shows up at the party with an exploding cake. When Cruella realizes her mistake, she rushes the cake out of the barn, in time to spare the dalmatians and Dearly's, but the cake explodes all over her. The pups are delighted, thinking the clown was part of their birthday entertainment. They lick the cake off the clown and are even more surprised to see who's responsible. The pups conclude that Cruella was the life of thei r party!

**18 THE TWO FACES OF ANITA (4338-042)**

*Kid Issue: Always stick by your friends and help them get what they deserve.*
*Lesson Learned: Friendship is more important than awards.*

When Anita is chosen Fashion Designer of the Year, Cruella is enflamed with jealousy. Cruella has her makeup artist transform her into Anita, to take Anita's place at the awards ceremony. Cruella's plot is foiled by Lucky, Roly, Cadpig, and Spot.

**19A CADPIG BEHIND BARS (4338-043)**

*Kid Issue: Making the best of a bad situation.*
*Lesson Learned: True friends come through for you.*

Cadpig, chasing cars, chooses the wrong vehicle - the dog catcher's van. Cadpig is taken "prisoner" in the dog pound. Lt. Pug, Lucky and Roly set out to rescue her. Meanwhile, Cadpig drives her fellow inmates crazy with her efforts to psychotherapize them. Unable to stand Cadpig any longer, the other inmates team up with Pug, Lucky and Roly to get Cadpig out before she drives them crazy.

**19B GOOSE PIMPLES (4338-044)**

*Kid Issue: Letting your fears get the best of you.*
*Lesson Learned: Deal with what's real instead of what's imagined.*

Lt. Pug takes Lucky, Roly, Cadpig and Spot on an overnight hike. While sitting around the campfire, Pug tries to scare them with a story about Lock Jaw, a mythical beast who likes to eat chicken and puppies. The pups are variously fearful, skeptical, or, in Cadpig's case, eager to embrace the unknown. The pups disappear one by one, as does Pug, until finally Spot is the only one left. Turns out the pups weren't eaten alive but went on a hayride, so it seems their fears were unjustified until we find Pug, shivering and quaking in Lockjaw's presence with Cadpig mediating between the two.

**20A SWINE SONG (4338-045)**

*Kid Issue: First Crush.*
*Lesson Learned: Just be yourself.*

After Cadpig's florid description of true love, Roly mistakenly believes himself in love with Dumpling. With a little help from his friends, he tries everything to win fair piglet, but fails miserably until he decides just to be himself.

**20B THE BALD AND THE BEAUTIFUL (4338-046)**

*Kid Issue: Wanting freedom from authority.*
*Lesson Learned: Recognizing when you need guidance.*

After grousing about their parents' authority, the pups get a chance to be on their own in the house. All goes well, until they have to combat a break-in by Horace & Jasper, searching for an incriminating photograph Cruella left behind.

**21A ALIVE N' CHICKEN (4338-049)**

*Kid Issue: Thinking the end is near.*
*Lesson Learned: Live each day to the fullest but remember there's always a tomorrow.*

Spot overhears Nanny and Anita talking. "Poor, Spot. It's curtains for that one!" Spot mistakenly assumes this means she's going to die by nightfall. Though Lucky, Cadpig and Roly try to dissuade her from this notion, Spot is convinced. The others decide to help her live it up on her "last" day eating everything in sight, cleansing her soul by confessing her sins to those she's wronged, and "flying" like a kamikaze through Cruella's house. When the confusion is cleared up, Spot is relieved she'll get to live but must then deal with the consequences of her out-of-control behavior.

**21B WILD CHICK CHASE (4338-048)**

*Kid Issue: Baby-sitting.*
*Lesson Learned: Responsibility.*

Spot is entrusted with the responsibility of babysitting for Peeps, a tiny chick. Spot would rather go swimming with Lucky, Roly, and Cadpig. Her friends convince her to bring the chick along. After all, how much trouble can she be? A lot, as they soon discover. Peeps is a bottomless pit and in her search for food she ventures across a major highway, goes over a waterfall, and climbs a skyscraper and it's all our gang can do to keep her safe.

**22A DOUBLE DOG DARE (4338-041)**

*Kid Issue: Peer pressure/taking a dare.*
*Lesson Learned: Regardless of the initial motivation, we have to take responsibility for the consequences of our actions.*

The pups and Spot play "Double Dog Dare," a game of courage. Spot takes a dare to remove a mask from sleeping Cruella's face. Cadpig goes along for moral support. In the course of running from Cruella's house, they upset some messy plumbing work left by Horace and Jasper in Cruella's bathroom. The pipes burst, flooding Cruella's house. Though Spot is afraid of going back to face Cruella, she feels a stronger sense of obligation to set things right. Spot fights her fears, becoming truly heroic while Cadpig, usually the one to talk big about facing fears, becomes a basket case.

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**22B INVASION OF THE DOGGY SNATCHERS (4338-050)**

*Kid Issue: Letting your imagination run away with you.*
*Lesson Learned: Keep a grip on reality.*

**Synopsis:** After watching an episode of "Mystery Creepozoid Theater" featuring alien invaders from another planet, Spot becomes convinced Lucky, Roly, and Cadpig are also turning into aliens. Her paranoia is fueled by her narrow-minded mother, Cornelia, and Sal, another chicken in the coop. Spot's fears seem to be justified by her friends' mysterious behavior. Turns out the pups were building a perch for Spot in their hayloft so she'd feel more like one of the group. Spot feels embarrassed over her paranoia. Unknown to her, Sal turns out to be a real alien who abducts Steven the Alligator.

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**23A FOOD FOR THOUGHT (4338-051)**

*Kid Issue: Unhealthy eating habits.*
*Lesson Learned by the animals: Too much of a good thing is bad for you.*
*Lesson Learned by the audience: Be kind to animals.*

Gluttonous Roly jumps on the back of a Mr. Doubledip ice cream truck so he can suck up all the chocolate Hoo-ha, a frozen dairy drink. The truck takes off, and Roly ends up at the Mr. Doubledip factory. Scientists in the food testing lab are amazed by his unlimited capacity for food and put him in a cage so they can test all kinds of questionable new food products on him. Roly, at first, doesn't mind his captivity. The arrival of his friends, ready to rescue him, and his growing awareness of the plight of other animals in the lab, make him realize he's got to get out of there and release the other animals as well.

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**23B FOUNTAIN OF YOUTH (4338-052)**

*Kid Issue: Wanting the impossible.*
*Lesson Learned: Get all the facts; if it seems too good*

Cruella, is upset to see how badly she's aging, mistakenly believes the Dearlys well is the Fountain of Youth! Cruella goes over to investigate, and more evidence seems to point to this phenomenon. Cruella steals a sample of the water and has her scientists analyze it. Her plan is to divert the Dearly's water supply to her place and market the water. The pups become aware of Cruella's evil scheme and thwart her, sending her far out to sea where she encounters Captain Ahab's Great White Whale.

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**24A TWELVE ANGRY PUPS (4338-053)**

*Kid Issue: Being accused of something you didn't do.*
*Lesson Learned: Don't be so quick to judge.*

After the pups' personal items are found missing, circumstantial evidence points to Mooch. Everyone believes him guilty, even Lucky, who is then appointed his "lawyer" in the trial of the barnyard century. The "court" is about to find Mooch guilty when it is revealed the true culprit is Lt. Pug who is hoarding supplies for the Great Cat Invasion.

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**24B THE HIGH PRICE OF FAME (4338-047)**

*Kid Issue: Wanting respect.*
*Lesson Learned: Accolades are empty if they're not earned.*

Spot, frustrated by how much her friends make fun of her, wishes she could make them respect her. The Swamp Rat promises to give her what she wants -- for an as-yet unnamed price. The Swamp Rat gives Spot a bag filled with random objects which, when used correctly, enable Spot to heroically save others and gain respect. Spot is a hero. When it's time to pay up, however, Spot can't come up with the rat's request to give him all her feathers. Lucky, Roly, and Cadpig come to her aid. Spot is saved, and a lot wiser.

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**25 MALL PUPS (4338-055)**

*Kid Issue: Skipping school.*
*Lesson Learned: When you skip, you miss out.*

The president's dog is signing "autographs" at a bookstore at the mall. The pups cut Bark Brigade to go to the signing, missing out on a lesson in map-reading. Pug tracks them to the mall. The pups keep getting lost in the labyrinthine levels of the mall, never making it to the bookstore because they're unable to read the maps at the mall. Pug, meanwhile, is mistaken for a terrorist by Secret Service dogs and led away.

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**26 CRUELLA WORLD (4338-057)**

*Kid Issue: Not being believed when you're telling the truth.*
*Lesson Learned: Not to exaggerate.*

Cruella thinks she's discovered oil beneath the swamp and plans to drill there. Trouble is, it's a protected wetland. To disguise her drilling operation, she covers her equipment with an amusement park. Meanwhile, Lucky's been telling tall tales so his friends have ceased to believe him. So when Lucky tells everyone about the oil refinery disguised as an amusement park, everyone thinks he's pulling their legs. Meanwhile, the drilling's been causing oil spills in the swamp, driving away the animals who live there and disrupting the Swamp Rat's business. Determined to shut Cruella down, Lucky returns to the amusement park. His friends finally realize he's been telling the truth and go to help him. The amusement park blows up, erupting with oil and blowing Cruella's cover. Ironically, it turns out one of Cruella's own pipe lines was the source of the oil in the first place. Cruella was drilling her own oil!

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**27A THE LIFE YOU SAVE (4338-058)**

*Kid Issue: Wanting to be admired.*
*Lesson Learned: Hero worship can be a two-edged sword.*

Inspired by his TV hero Thunderbolt, Lucky wants to be a hero. After inadvertently saving Dumpling, he becomes a hero to her, not to mention an object of her undying admiration. Dumpling goes overboard showing her gratitude, causing Lucky much inconvenience and embarrassment. To even the score, and get Dumpling off his back, Lucky tries to get Dumpling to save him but this keeps backfiring. He keeps saving Dumpling. Finally, he gets Roly to disguise himself as Steven the Alligator and pretend to threaten Lucky. When the real Steven shows up instead of Dumpling, thinking he's Roly, makes mincemeat of him, inadvertently evening the score. Then Roly saves Dumpling from a spider and she's found her next hero to worship.

**27B ON THE LAMB (4338-059)**

*Kid Issue: Yearning for action/adventure thrills.*
*Lesson Learned: Danger is more fun on TV than in real life.*

Lucky is convinced TV is much more exciting than real life and longs for action-movie-style adventure. He seems to get his chance when Pug informs him that a bad boy lamb is on the loose in the town of Grutely. It's up to Lucky and Pug to subdue the rascal. Lucky soon learns that "adventure" is a lot harder than it looks, and TV is not reality.

**28 VALENTINE DAZE (4338-060)**

*Kid Issue: Wanting to be loved.*
*Lesson Learned: Everybody needs love.*

Roger buys a valentine for Anita and hides it in the barn. Dumpling finds it and gives it to Lucky, starting a chain of misunderstandings with the valentine ending up in Cruella's clutches. Cruella thinks it's from a Secret Admirer and is utterly transformed by the thought that someone actually loves her. She soon realizes her mistake, however, and is devastated. The pups and Spot feel sorry for Cruella and get together to make her feel loved.

**29A SMOKE DETECTORS (4338-061)**

*Kid Issue: Trying to help someone quit smoking.*
*Lesson Learned: You can't help people unless they want to help themselves.*

Cruella was smoking in bed again, and burned down part of her house, *again.* She shows up at the Dearlys, as she always does in this situation, to camp out until her house is repaired. But this time there's a catch. If she ever burns down her house again, her insurance company will cancel her insurance. Then Cruella might stay with the Dearly's forever! The pups can't stand the thought of this and determine to help Cruella quit smoking once and for all.

**29B SNOW BOUNDERS (4338-062)**

*Kid Issue: Alone in the great outdoors*
*Lesson Learned: When it comes to survival, enemies must work together*

When Pongo forbids Lucky to join Roger and him on a "manly-man's camping trip" Lucky, eager to prove himself dog enough for the outdoors, convinces Spot, Cadpig and Roly to stowaway with him on the trip. In the mountains, Roger runs into Cruella on a photo shoot to promote her new line of winter wear. The stowaways go sledding and accidentally crash into Cruella's photo shoot, taking her on an impromptu ride which strands them all and leaves Cruella with a hurt ankle. Cruella's survival tactics fail: her solar-powered suit breaks down and her luxurious inflatable tent ignites. Finally, she evicts a hibernating bear, takes over his cave, and snuggles with the pups to conserve heat. By working together, they're able to survive long enough for Roger and Pongo to rescue them.

**30A OOOZY DOES IT (4338-063)**

*Kid Issue: Protecting the environment.*
*Lesson Learned: Everyone can make a difference*

While Spot and the pups are swimming in Hiccup Hole, a flood of glowing toxic goo washes through the pond, turning the pups bright blue. The glowing blue pups spy a dump truck racing from the crime scene. They follow it to the "Livid Jeans" factory -- a de Vil operation -- where Cruella is ordering Horace and Jasper to dump MORE of the factory's toxic waste. The pups vow to stop her. After a frantic chase through the factory production line, the animals' mutant blueness catches the eye of TV reporter Pamela Lee Frizzle, who decides to investigate. The pups rush back to the farm, where Lucky recruits of all the animals to help stop the dumping. The animals concoct a plan which sends the goo flooding back into Cruella's swimming pool, covering the villainess in her own muck. Pamela Lee shows up just in time to blow the whistle on Cruella's environmental callousness.

**30B THE NOSE KNOWS (4338-064)**

*Kid Issue: Feeling inadequate.*
*Lesson Learned: Everyone has something special to contribute.*

Drilling with the Bark Brigade, Roly blunders his training regimen for the last time: Lt. Pug kicks Roly out. The Colonel appears and orders Pug to give Roly once last chance, to find the pup's "enduring qualities." Pug begrudgingly agrees, and puts Roly through an "endurance test." At first, Roly (with the secret help of Cadpig, Lucky and Spot) seems to master his survival skills. For the last test, Roly has to trap Pug himself. The pups build a trap that goes awry: Lt. Pug AND the pups fall through a pit into an underground mine. Trapped and beset with perils, Lt. Pug and the friends rely on Roly's keen sense of smell to save the day. Once free, Pug has to admit that Roly does have some redeeming qualities after all.

**31A BEST OF SHOW (4338-065)**

*Kid Issue: Competition*
*Lesson Learned: follow that dream no matter how impossible it may seem*

Cruella plans to enter her new pedigree show dog, Vendela de Vil, in the Grutely Dog Show. If Vendela wins, Cruella'll get her picture on the cover of *Tres Chi-chi* magazine, which'll be great publicity for the House of de Vil. The pups and Spot soon discover that Vendela's as arrogant and mean as her owner. Cadpig and Vendela nearly come to blows, Cruella admonishes the dalmatians, and Roger, insulted, vows to beat her in the Dog Show. The dogs are sent to "The Haute Dog" -- a dog show training camp. Spot accompanies them, but is only allowed to watch from the sidelines. Vendela ridicules the pups and sabotages their training efforts. Insulted to the breaking point, Cadpig attacks Vendela and the dalmatians are expelled. Back at the farm, Spot trains the pups herself. At the show, Cruella decides to seal Vendela's victory by kidnapping the dalmatians. At a loss, Anita enters Spot in show as a substitute. The pups escape just in time to see Spot deliver the winning routine, landing her (and Anita) on the cover of *Tres Chi-chi*.

**31B THE TREASURE OF SWAMP ISLAND (4338-077)**

*Kid Issue: It's dangerous to jump to conclusions.*
*Lesson Learned: Look before you leap!*

The pups and Spot find a treasure map, and Cruella gets visited by the Tax Man. Both parties rush to Swamp Island: the pups go to FIND their treasure, and Cruella goes to HIDE hers -- a chest of jewelry she received as bribes and neglected to declare on her income tax. Greed overcomes the pups. They split up, each trying to find the treasure first. Meanwhile, Cruella endures several painful misadventures as she struggles to hide her precious jewels. Finally, the pups all follow the map to a cave, where they find nothing more than a fossilized pirate's lunch. They all feel silly and apologize to each other, when suddenly Cruella shows up, drops her jewels in the cave and seals the entrance, trapping them inside. They cooperate to escape and return Cruella's jewels to her just in time for them to be seized by the Twit.

**32A THE GREAT CAT INVASION (4338-067)**

*Kid Issue: Underestimating someone/undervaluing certain knowledge.*
*Lesson Learned: Everyone has something of value to contribute.*

Lt. Pug's driving his Cadets crazy with training exercises preparing for the Great Cat Invasion. Convinced Pug is off his gourd, the Cadets send him on a wild goosechase to Cruella's house, telling him cats were spotted there. Meanwhile, Cruella does have cats at her place, accessories for her new line of Feline Frocks. She's planning a lawn party to promote these fashions. Pug inadvertently lets the cats escape and they had right for Dearly Farm. The lazy cadets are unprepared for this real life invasion . It's up to Pug to show them who's got the right stuff.

**32B TWO FOR THE SHOW (4338-038)**

*Kid Issue: Having something others want.*
*Lesson Learned: Don't let power go to your head.*

Lucky wants to be a contestant on his favorite animal game show "Squeal of Fortune". He makes a trade with the Swamp Rat for a ticket that admits two to the show's audience. Meanwhile Cruella decides to use the show to display her new animal clothing line on National T.V., using Scorch and Vendela as models. Lucky puts Cadpig, Spot and Roly through a series of increasingly unreasonable tests to determine who his partner will be on the show. The gang gets fed up and all refuse to be Lucky's partner. None of the other farm animals will, either. Only Steven the Alligator agrees. Steven and Lucky end up competing against Vendela and Scorch on the show. They are winning and then Steven gets disqualified for chomping Vendela's tail. Roly sneaks into the audience and is able to jump in to be Lucky's partner and win the game for them. Back at the farm, the gang complains about how badly Lucky treated them. He realizes his mistake and apologizes.

**33A ROLL OUT THE PORK BARREL (4338-056)**

*Kid Issue: Being appreciated*
*Lesson Learned: The grass is always greener on the other side.*

Roly's sibs are making him feel bad about his lazy, pig-like qualities. Meanwhile, Ed Pig's trying to get Dumpling to follow in his hoofprints, but she's not interested. Roly and Ed team up, Roly becoming Ed's protÈgÈ, causing much consternation. Dumpling's jealous and Roly's friends feel abandoned. Ed and Roly bond, and Ed invites all the farm residents to a party in Roly's honor, everyone except Lucky, Cadpig and Spot. Meanwhile, Roly sees Ed's true colors when the mayor reveals how he plans to cater the big event - with food stolen from the pantry that had been reserved for the other dogs. Roly must choose between Ed and his former friends. Ultimately, Roly does the right thing - deterring the pantry theft and exposing Ed's fraud to the voting public.

**33B MOOVE IT ON OVER (4338-069)**

*Kid Issue: Meddling in somebody else's argument.*
*Lesson Learned: A little knowledge can be a dangerous thing.*

A little spat between the two cows, Duchess and Princess, is on its way to being peacefully resolved. That is, until Cadpig steps in. Using "conflict resolution" techniques, she actually causes their fight to escalate to the point where the cows are fighting all the time, keeping the other animals up at night, which causes the other animals to become grouchy and confrontational. Pretty soon, it's a farm-wide war. Finally it's Spot who determines the very simple cause of the cows' conflict and comes up with a simple solution. Then everyone turns to Cadpig, chasing after her to give her comeuppance for interfering.

**34A HE FOLLOWED ME HOME (4338-070)**

*Kid issue: Wanting to keep a stray animal.*
*Lesson Learned: keeping a pet is a huge responsibility.*

A baby elephant named Jimbo is left behind by the circus train and follows Roly and his bag of peanuts' to the Dearly farm. The gang decides to keep him as a pet. Meanwhile Cruella noticing Roger has received a package of "Aquarium Pals" sees another opportunity to take the farm. Since the deed to the farm limits them to 101 pets, the Dearlys will be in violation if they have another. The pups overhear Cruella's threat and must go to great lengths to hide Jimbo. Cruella spots the elephant through her telescope and tries to expose the Dearlys. Finally the elephant is brought out in the open and Cruella comes running over to the Dearlys just as Jimbo's owners take the elephant away with them. Cruella's plans to take over the farm have been foiled again.

**34B BORN FREE (4338-071)**

*Kid Issue: Being aware of others needs.*
*Lesson Learned: Don't presume you know what's best for someone else - communicate!*

Cadpig's riding with Nanny in the station wagon when they stop at "Cap'n Buddy's Seafood Restaurant." When Cadpig sees the lobster inside the restaurant's fish tank, Cadpig takes it upon herself to rescue him from being eaten. She puts him in a jar and takes off with him. She enlists the help of her friends to find Lance the lobster a safe new home, ignoring his efforts to communicate with her. After trying Hiccup Hole, the swamp, the river and, finally, flushing him down the toilet (with nearly calamitous results for Lance), Cadpig discovers Lance was never intended to be eaten in the first place! As luck would have it, Lance finds his way back to Cap'n Buddy's. The next time Cadpig goes near his tank, he's got high-tech security to protect him.

**35A EASY ON THE LIES (4338-072)**

*Kid Issue: Telling a lie to get out of something.*
*Lesson Learned: A lie can escalate and get you in more trouble than the truth.*

Roly's getting tired of listening to the Colonel's same boring stories over and over, yet he's promised to go back and listen again. Meanwhile, he's rather go swimming in Hiccup Hole. Roly lies to the Colonel to get out of it, pretending he's sick. The Colonel, calling Roly's bluff, has Sgt. Tibs attend to Roly, causing much discomfort with thermometers, hot water bottles, etc. Roly's beginning to think it might be easier to simply tell the Colonel the truth, but Lucky advocates sneaking past the Colonel's train car to get to Hiccup Hole. The pups encounter more obstacles sneaking around - sprinklers, an ostrich stampede, and an out of control glider. They all end up bandaged in the vet's van, forced to listen to more of the Colonel's stories.

**35B HOWL NOON (4338-073)**

*Kid Issue: Being picked on by bullies*
*Lesson Learned: Sometimes you have to stand up for yourself*

Lt. Pug gets word that he will be getting a visit from Persian Pete, his childhood nemesis. Reliving painful memories and plagued with nightmares, Pug runs to the barn to sleep with the pups. The pups advise Pug to face his fears. Cadpig attempts to hypnotize Pug to cure him, but it only makes him worse. Cadpig handcuffs herself to Pug and is going to be forced to confront Pete with him because the Swamp Rat has the only key to unlock the handcuffs. The pups and Spot go off to get the key from the Swamp Rat. Pug comes face to face with Persian Pete, hypnotizing him to be afraid of dogs, and sends him running. Finally the pups return with the key. It's too late to save Cadpig but now they need to save Spot, who was traded to the Swamp Rat for the key. Grateful to Cadpig for her help, Pug joins the gang to rescue Spot from the Swamp Rat

**36A SPLISHING AND SPLASHING (4338-074)**

*Kid issue: Having trouble admitting you're wrong.*
*Lesson Learned: Respecting the other person's point of view.*

When the pups accidentally splash Lucy the goose at Hiccup Hole, a fight escalates to the point where Lucky insults her. Lucky's parents banish him and his friends from Hiccup Hole until he agrees to apologize. Lucky would rather stand on principle, even if it means sweating it out while everyone else enjoys the cool waters of the swimming hole. Lucky drags his friends around as he tries to find an alternative swimming place - the mudhole, the swamp, the horse trough, etc. all with less than spectacular results. Finally, they venture into Cruella's swimming pool where they encounter their less-than-welcoming next door neighbor and her out of control inflatable swimless swimsuit. Lucky's friends ultimately leave him to give their apologies to Lucy . Lucky follows and also apologizes. A compromise is reached as the pups and Lucy decide to divide the swimming hole in half.

**36B SOUTHERN FRIED CRUELLA (4338-079)**

*Kid Issue: Pretending to be what you are not.*
*Lesson Learned: Cheaters never prosper.*

Cruella contrives to send the Dearlys and Nanny out of town. Her motive - to temporarily move in and pretend *she* is the owner of the dalmatians. This is to impress Wild Bill Spotley, owner of a big discount store, Spotmart. Cruella's hoping to get Bill to place a large order for her new line of clothing for common folk, Poorwear. The plan also entails building a huge factory around the farm which will pollute the entire area. The pups must stop Cruella from passing herself off as dalmatian-loving down home country Cruella Mae. They eat the food she's pretended to cook, barraging her with eggs, and siccing all the other farm animals on her, exposing her plan to build the factory. When Spotley sees Cruella's true colors, he backs out of their deal.

**37A CADET OF THE MONTH (4338-076)**

*Kid Issue: Wanting reward without effort.*
*Lesson Learned: Success must be earned*

Lucky wants to become Cadet of the Month (and winner of a T-bone steak) by earning his paw merits the easy way. To earn 60 merits quickly (rescuing a superior officer from a dangerous situation), he lures Pug into a garbage can. The can is then unexpectedly picked up by a garbage truck and taken to the dump, putting Pug in danger that Lucky never intended. It's up to Lucky and his friends to rescue Pug from Cruella's Shred-Master 2000 (which she's using to make Recyclo-Wear from refuse in the dump). The pups make a deal with the Swamp Rat who agrees to help in exchange for a share of the T-bone. It looks like Pug is a goner, flattened by the machine. Later, however, he reappears rescued by the Swamp Rat! The rat gets the whole T-bone and an honorary Cadet of the Month designation. Lucky's learned that there is no easy way to be successful.

**37B BAD TO THE BONE (4338-078)**

*Kid Issue: wanting to be a tough guy*
*Lesson Learned: true friends like you for who you are*

Roly is tired of being bullied by Mooch, not to mention being considered a creampuff by everyone else. To prove his bravery, he ventures into the lair of Cydne the water snake. Finding the snake's shedded skin, he wrestles it, convincing everyone he's beaten the snake to a pulp. Roly's friends are horrified, but Mooch is impressed and takes Roly under his wing. Mooch turns Roly into a tough guy, and the two go around intimidating other pups... until Cydne shows up and reveals Roly's deception. Mooch leaves Roly in the dust, but Roly's true stick by him.

**38 A CHRISTMAS CRUELLA (4338-083)**

*Kid Issue: The spirit of Christmas*
*Lesson Learned: Love and sharing are their own rewards*

On Christmas Eve Cruella fires Anita, then gets the "Scrooge" treatment, Dalmatian style. With Cadpig, Roly and Spot as the ghosts of Christmas past, present and future, Cruella is shown the error of her evil ways. Christmas morning Cruella is reborn and reformed, if only for a day.

**39A SHREWZLE WATCH (4338-084)**

*Kid Issue: taking for granted that things are true*
*Lesson Learned: gather evidence before you jump to conclusions*

Cruella has a new plan to take the Dearlys' farm. She deceives everyone into believing a rare, endangered species, the Tree Shrewzle, has taken up residence on the farm. According to environmental law, protecting the shrewzle will require the Dearlys to make arduous and inconvenient adjustments in their lives - or they could turn their land over to Cruella who will turn it into a Tree Shrewzle sanctuary. Roger and Anita require more proof before giving up their home. Cruella is determined to manufacture it but the pups, sniffing fraud, discover that the shrewzle is actually Scorch in disguise. To thwart Cruella's plan, Lucky dresses up in the shrewzle costume and pretends to take up residence at Villa de Vil, which will require Cruella to inconvenience herself.

**39B DOG'S BEST FRIEND (4338-080)**

*Kid Issue: Jealousy over a friendship.*
*Lesson Learned: Different friends contribute to your life in different ways.*

Roly feels his friendship with Lucky is threatened when a stray dog, Blaze, appears on the farm. A German Shepherd, Blaze is a Thunderbolt look-alike and glamorous world traveler who's had all kinds of exciting, exotic adventures. Lucky and Blaze start spending a lot of time together doing active physical things. Roly tries to keep up but can't. One night, Roly accidentally destroys Lucky's favorite picture of Thunderbolt but it seems as if Blaze was the suspect. When Roly doesn't come forward with the truth, Lucky blames Blaze and their friendship is over. Roly ends up saving Blaze from a dangerous situation and admitting the truth to Lucky. Lucky reassures Roly that getting new friends doesn't require giving up old ones. Blaze returns to his former owner who reveals that Blaze lied about all his adventures. He's never been out of Stiffle!

**40 VIRTUAL LUCKY (4338-075)**

*Kid Issue: Teamwork and sportsmanship.*
*Lesson Learned: Sometimes the best way to win is to cooperate.*

Roger's hard at work on a computer game he's designing. Cruella appears and wants to play it but Roger demurs. He hasn't worked all the kinks out. Meanwhile, Lucky is dying to play the game, too. When Roger goes off to take a phone call, Cruella and Lucky take the joysticks and are sucked into the game. Lucky and Cruella are trapped inside and must compete to find the energy portal that will lead them back home. They negotiate the realms of this virtual world: the mean streets of Cybe-Grutely, the evil halls of Devilla Villa, and the final otherworldly battle at Dearly DepartedFarm. Cadpig, Spot, and Roly coach Lucky from the outside until they, too, are sucked in. Then it's a race to the end before Roger turns off the computer, erasing them all forever! The three pups morph into a single dog with three heads for the final battle with Cruella. They all discover the energy portal in the Chow Tower and must join forces with Cruella to return home.

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**41A WALK A MILE IN MY TRACKS (4338-081)**

*Kid Issue: Valuing someone less just because they're different.*
*Lesson Learned: Be careful what you wish for; you might get it.*

When Lt. Pug and Cornelia have a run in, Pug bets that he could run the henhouse better than she can. If he can't, he'll quit the Bark Brigade. The pups are elated at this possibility, especially when Pug discovers being a chicken is harder than it looks. However, Cornelia's Bark Brigade exercises are even more unpleasant than Pug's, causing the pups to long for Pug's return. The pups end up helping Pug with his final chicken test - egg sitting, which he still fails. It looks like Pug's out and Corneliaís in... until a weasel suddenly endangers Spot. Pug bravely defends Spot, earning Cornelia's respect. He also apologizes for disrespecting her. Pug and Cornelia each decide to go on with their lives as before. Then it is revealed that Tripod had disguised himself as a weasel to restore order.

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**41B WATCH FOR FALLING IDOLS (4338-082)**

*Kid Issue: A fallen idol.*
*Lesson Learned: A hero isn't someone without fear. It's someone who overcomes fear.*

The Dearly farm is discovered as a perfect location for filming the "Thunderbolt" television series. Lucky adoringly assists his idol but soon discovers that the role is not the dog -- Thunderbolt is too scared to perform his own stunts. But when Lucky becomes trapped in a real life emergency, Thunderbolt overcomes his fears to save Lucky. He also saves himself and his reputation in Lucky's eyes.

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**42 NO TRAIN, NO GAIN (4338-085)**

*Kid Issue: Wanting to be a heroic man dog of action*
*Lesson Learned: Planning and teamwork are the key to success*

Cruella, in desperate need of money to protect an investment, discovers that boy billionaire, Billy Fences, is willing to pay ten million dollars for a certain vintage train car. Turns out the Colonel's train car on the Dearly property fits the description. When the Dearlys refuse to sell it, Cruella hijacks the car, and the pups set out to stop her. It's fast-paced action and daring stunts as Lucky, Roly, Cadpig, and Spot, with the sage advice of the Colonel to guide them, detach the Colonel's car from the rest of the train and reroute Cruella onto another track. Cruella desperately leaps onto their car to get it back only to be caught red-handed by Roger and Anita as well as discover that the car wasn't the one Fences was looking for.

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**43 THE MALTESE CHICKEN (4338-087)**

*Kid Issue: Using your wits to solve a problem*
*Lesson Learned: Don't jump to conclusions*

On the eve of the annual Best Big Farm Thing contest, Cornelia's gigantic egg disappears under suspicious circumstances. Spot assumes the role of "Pullet Marlowe - Private Chick" and leads the pups on a search for clues to solve the mystery. Evidence points to three suspects: Dumpling (who seemed strangely jealous of the egg), Cruella (who told Anita that the enormous egg inspired her), and Lucy (who was worried the egg's colossal hatchling would disturb her peace and quiet). As each clue is uncovered, Spot and the pups are certain they have nabbed the egg-napper, however each time they learn there is an innocent explanation for every incriminating clue. Finally, the real culprit is revealed as Dumpling, a two-time winner of the Best Big Farm Thing contest, who hid the egg fearing it would win this year's competition.

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**44 THE GOOD-BYE CHICK (4338-089)**

*Kid Issue: Feeling like you don't fit in.*
*Lesson Learned: Self-acceptance helps others accept you.*

After bringing fleas to the henhouse, Spot is forbidden to associate with her canine friends and is grounded to the henhouse. Fleeing to the barn for support, Spot's blind enthusiasm to be one of the pups gets them all into trouble when she digs up Nanny's garden. The pups complain that Spot has gone too far -- when will this wacko chicken face the fact that she is not a dog? Feeling rejected by both dog and fowl, Spot runs away from home to figure out where she belongs. But adventuring with neither geese, traveling trucks, criminal cats nor circus performers gives her fulfillment. Finally reduced to performing dog tricks in a freak show, Spot realizes that she is not a freak - just a chicken who likes dog stuff. The pups help Spot escape from the circus. Once home, she is confident enough to ask her mother to respect her for what she is. Cornelia agrees to accept Spot's dog life, if Spot will agree to sit on an egg once in a while.

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**45A ROLY'S EGG-CELLENT ADVENTURE (4338-086)**

*Kid Issue: Reaching out and helping others learn things.*
*Lesson Learned: Teaching can be fun and interesting - and helping others learn can sometimes help you.*

When Cornelia and Spot are called away on urgent business, Roly agrees to egg sit. Lucky and Cadpig don't believe he can handle the responsibility. Roly is determined to prove them wrong. The eggs unexpectedly hatch and imprint on Roly, thinking he is their mother. They copy his every move, inspiring Roly to try to teach them dog skills. Meanwhile, hungry Scorch kidnaps the chicks, planning to eat them for dinner. The skills the chicks learned from Roly, digging, fetching, and growling enable the chicks to escape from Scorch and Cruella, as well as save the pups who've been trapped while trying to save them.

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**45B FIRE DOGS (4338-088)**

*Kid Issue: Getting pressured to succeed and thinking you have failed.*
*Lesson Learned: If you practice for success, you can turn defeat into victory.*

For a fire department mascot contest, physically unfit Roly struggles to live up to his noble namesake, great-great-great-great grandfather Rolando, a legendary firedog. Bullied into exhaustive training with Lt. Pug, Roly commits himself fully to the training, making it his personal mission not to let his family, or himself, down. Cruella's schemes to sabotage the competition cause Roly to be wrongly disqualified during the first event. Roly seeks solace in the fire house where a stray hot coal (the result of another Cruella prank) sets the firehouse on fire with Cruella trapped inside. Using his newly learned skills, Roly pushes Cruella to safety then warns the town of the fire. Roly leads the efforts to save the building and earns himself the position of the town fire dog.

**46A CAGE OF INNOCENCE (4338-090)**

*Kid issue: What makes me a valuable person?*
*Lesson Learned: The qualities that make you different are also what make you special... so take pride in your uniqueness, and accept it in others.*

Spot's having a great time being one of the dogs ... until her mother forces her to behave in a more chicken-like way in preparation for the Silver Egg Social. If Spot doesn't cooperate, it's off to chicken finishing school. Meanwhile, Cruella sends Horace and Jasper in search of feathers for her latest design - the Pollo Poncho. The pups teach Spot to find her inner chicken - how to lay eggs, peck for food, etc. The night of the social arrives and Spot is miserable, especially when she compares herself to snooty and chickenly Missy Rockafeather. Then Horace and Jasper arrive ready to steal chickens for Cruella's poncho. Spot's dog-like abilities scare the intruders away and earn her the admiration and acceptance of her mother.

**46B GNAW OR NEVER (4338-091)**

*Kid Issue: dealing with a bad habit*
*Lesson Learned: no one can help you change until you want to*

Roly turns up his nose at the thought of chewing shoes until he sinks his teeth into the Italian leather of one of Cruella's boots. Then he's insatiable. When Cruella realizes what a hard time the Dearlys will have reimbursing her for the cost of one boot, she gets another evil idea. If she can get Roly to chew all her shoes, the Dearlys will have to sell their farm to pay for the damage. Cruella lures Roly into her shoe closet. Roly's friends intervene, however, tying him down, projecting the bleak future for an addict such as himself, Spot even offers herself as a living chew toy. It's not until Roly realizes that he's just as uncaring as Cruella that he's able to stop himself from chewing a single shoe. The farm is saved. Then Scorch discovers the sensory delight of shoe leather...

**47A POISON IVY (4338-092)**

*Kid Issue: Being taken in by appearances*
*Lesson Learned: People aren't always what they appear*

The Dearlys meet Ivy De Vil, Cruella's charmingly sweet ten year old niece. Unknown to everyone but Cruella and the pups, Ivy's candy-coated smile hides a vicious mean streak that out-cruels even Cruella. Armed with a baby buggy that converts into a computer center/missile launcher, Ivy cheerfully whistles as she wreaks worldwide havoc, setting it up to make it look as if the pups are responsible. Spot proves that the pups are innocent and the blame is deflected to Cruella. Ivy, maintaining her perfect facade of purity and innocence, coyly strolls her buggy into the sunset.

**47B ROBOROLY (4338-093)**

*Kid Issue: When you try to get something by cheating*
*Lesson Learned: When you've cheated, you get defeated*

Cruella fires Anita because she needs to downsize. Moments later, Anita gets a call from Ralph St.Lowrent , one of Cruella's competitors. He offers her a job designing his new top secret fashion line. Cruella planned all along to steal Ralph's designs by spying on Anita. Back at the farm, Roly is captured by P.H. DeVil and replaced by Roboroly, an audio animatronic controlled by Cruella. The gang catches Roboroly stealing Anita's designs. They try to put a stop to this, but can't. Finally they have Roboroly caught and Cruella runs to check on him, leaving the door open to where Roly is held captive. The gang runs in and rescues him. Meanwhile they find Cruella's control panels to Roboroly and sic him on Cruella. While hiding out at the Dearlys in search of a weapon to stop Roboroly, Cruella ends up hiring Anita back with a double raise and runs away in a hurry to get away from the unstoppable Roboroly.

**48A UN-LUCKY (4338-094)**

*Kid Issue: Wanting to be lucky.*
*Lesson Learned: You can make your own luck by thinking and hard work.*

Lucky's as lucky as his name - until the lucky horseshoe on his back begins to shed. Lucky becomes obsessed with finding another lucky charm - a horseshoe, rabbit's foot, four leaf clover, etc. but nothing helps. Meanwhile, Roger has just sold a computer game which means Anita can quit her job and Roger can pay off the mortgage to the farm - which means Cruella will no longer have any financial hold over either of them. Cruella determines to infect Roger's game prototype with a computer virus. When the pups sneak over to her house to stop her, Cruella entraps them. It's up to Lucky to use skill, not luck, to get them out and realize that you make your own luck through hard work and practice.

**48B THE ARTIST FORMERLY KNOWN AS SPOT (4338-095)**

*Kid Issue: Getting caught up in praise.*
*Lesson Learned: Don't try to be something you're not.*

While Nanny is painting the barn, Spot accidentally gets splashed with paint and rolls around on a drop cloth. Cruella, at the farm with art dealer Leticia Windermere, thinks she's discovered the art world's newest darling, the Poultry Picasso. Convinced she can make millions marketing Spot's masterpieces, Cruella borrows Spot from the Dearly's. The pups try to rescue Spot but Spot, buying into her own hype, doesn't want to be rescued. When Cruella drives her harder and harder, however, Spot realizes she's being exploited, not to mention being coveted as a meal by Scorch. But there's no way out -- until the night of Spot's big art show when the next big discovery, a sculpting beaver, draws the crowd away. Cruella leaves Spot to Scorch, but Spot's friends haven't forgotten her. They save her and Spot apologizes for getting a swelled head.

**49 CUPID PUPS (4338-096)**

*Kid Issue: Wanting someone to like you.*
*Lesson Learned: You can't force a friendship.*

Cruella's getting married. Of course, she hasn't met her future groom yet but that's easily remedied. Cruella has invited her intended, Baron von Schnickerdoodle, to a fox hunt on her property. Cruella intends to marry him and move to his fabulous castle on the Rhine. While the pups ordinarily would never help Cruella, the thought of her moving to another continent is so appealing that they do everything in their power to help Cruella win Schnickerdoodle from her rival, Leticia Windermere. In the end, the Baron proposes - but not to Cruella or Leticia. He's fallen for Nanny (and her cooking)! Nanny gently turns him down and the pups are stuck with Cruella - again.

**50 K IS FOR KIBBLE (4338-097)**

*Kid issue: Solving a mystery.*
*Lesson Learned: You shouldn't be too quick to judge or condemn your friends, even if early evidence is against him/her.*

Roger notices that his train set has been stolen just as Nanny realizes that all of the kibble from the chow tower is missing, too. They replenish the chow tower but the next day Nanny discovers the kibble is missing again. This is a job for Spot a.k.a. Detective Pullet Marlowe. First she interviews all of her suspects; Dumpling, a known food thief, Scorch, Light -fingered by nature, and Swamp Rat, enough said. Marlowe then points the finger at Roly because substantial evidence points to him. After accusing Roly in front of the entire farm, Marlowe begins to doubt herself and stakes out the barn to discover the real thief is the Swamp Rat who's using Roger's train to transport the kibble he's stolen by drilling beneath the chow tower.

**51 THE MAKING OF... (4338-102)**

*Kid Issue: Working with others toward a common goal.*
*Lesson Learned: Teamwork is the best work.*

Lucky narrates a dog-umentary on how the 101 Dalmatians television series got made. Behind-the-scenes flashbacks show the actors' auditions, early story concepts and how Cruella, a has-been actress from the original feature, clawed her way to power and nearly succeeded in completely eliminating the Dalmatians from the show.

**52A PAGEANT PANDEMONIUM (4338-099)**

*Kid Issue: Cheating to win.*
*Lesson Learned: Cheaters cheat themselves.*

Anita's adorable niece, Amber, competes with Cruella's niece, Ivy de Vil, in the Junior Miss Grutely Pageant. Ivy blackmails Cruella into helping her win. While Cruella bribes the judges, Horace and Jasper, Ivy sabotages Amber in each event. The pups work to thwart Ivy's schemes and endear Amber to the audience. Amber easily takes the crown and Ivy takes her revenge -- on Cruella.

**52B OUT TO LAUNCH (4338-100)**

*Kid Issue: how to deal with PANIC!*
*Lesson Learned: no matter how bad the situation looks, stay calm and think things through.*

Lucky is playing a Space game on Rogers computer. He gets to an advanced level revealing a Kaput-nik battle cruiser. Meanwhile Cruella has purchased a used Kaput-nik Battle Cruiser and plans to convert it to the first weight loss spa in space. Later the pups come across the battle cruiser. They climb aboard and are tricked by the ships computer "Vlad" into taking off. Vlad's mission is to conquer the world, not become a fat farm. The gang starts to panic but Lucky recognizes the console from his computer game and figures out how to steer it back to earth, outwitting Vlad's more ominous plans.

**53A THE CONEHEAD (4338-101)**

*Kid Issue: Not wanting to wear glasses/braces/etc.*
*Lesson Learned: Your health is more important than looking cool.*

The gang is playing at Hiccup hole. Mooch dares Lucky to dive from an extremly high branch into the pond. Despite Cadpig, Spot, and Rolly pleading with him not too, Lucky dives, hitting his head on a branch. The Vet gives Lucky stitches and a cone that makes him look ridiculous. Lucky is too humiliatedto play with the other pups. Meanwhile Roger discovers a bald spot. After several attempts to cover it up he finally cuts a fake toupe out of a piece of rug and comes down to eat with Nanny and Anita. At the same time the gang is helping Lucky conceal the cone. When Mooch challenges Lucky to jump in the pond to see who can make the bigger splash, he accepts, though risking injuring himself further. Later a loud noise is heard by the Dearly's forcing Rogers fake toupe to fly into the soup pot. Lucky's leap injures him further, sending him back to the Vet for an even bigger cone, and Mooch gets an even sillier tail cast contraption. Roger almost serves his toupe for lunch and it comes out that everyone already knew Roger had a bald spot. Lucky and Roger both learn that looks are only skin deep, it matters who you are on the inside.

**53B PROPHET AND LOSS (4338-098)**

*Kid Issue: Wanting to be admired.*
*Lesson Learned: Admiration cannot be gained through cheating.*

When several of Cadpig's casual predictions come true, everyone becomes convinced Cadpig is psychic and turns to her for guidance. Enjoying the power she has over the lives of others, Cadpig gets carried away. When some of her predictions don't come true, she makes up a big lie to win back their faith. She predicts a giant ice meteor will hit the farm and evacuates everyone from the farm. Panic ensues, however, causing all the farm animals to get rolled up in a giant snowball. Cadpig's ruse is revealed. Her friends may forgive her, eventually.

**54 COUP DE VIL (4338-103)**

*Kid Issue: Mother-daughter relationships*
*Lesson Learned: Everyone needs to be appreciated*

Cruella's mother states her strongest desire - to get the Dearly's off their land and return it to the De Vil family. Disappointed by daughter Cruella's lack of success in this matter, she offers sole inheritance to whoever gets the land back. Desperate to prove herself to her mother, Cruella begs for one last chance but, in the end, blows it. Facing her mother's wrath, Cruella finally speaks up for herself and gets the one thing she's always wanted from her mother... respect.

**55A EVERY LITTLE CROOKED NANNY (4338-104)**

*Kid Issue: You can't judge a book by it's cover.*
*Lesson Learned: Don't trust appearances.*

Cruella overhears Anita talking about designs she is creating for Duchess and Princess. Certain that Anita is designing for royalty and planning to run her out of business, Cruella contrives to get rid of Nanny, then disguises herself as "Cranny", Nanny's temporary replacement. Chaos ensues as Cruella mangles simple household chores while fending off the pups' attempts to unmask her. When the hoax is exposed, Anita wonders why Cruella would go to such lengths just to meet her cows.

**55B HOG-TIED (4338-105)**

*Kid Issue: Cliques and excluding others.*
*Lesson Learned: Treat others as you want to be treated.*

Dumpling's bored with her life. Meanwhile, it seems the pups and Spot have nothing but exciting adventures. Determined to become part of the group, Dumpling starts following them around and making a nuisance of herself. To get rid of her, the pups devise a series of tests which they think she can't handle. Dumpling, however, surprises them with her tenacity, even crossing a dangerous bridge. When Dumpling becomes trapped on the bridge Roly feels sorry for her and tells her the truth. All the pups, contrite, then try to save her and Cadpig falls off the bridge. Despite what the pups have done to her, Dumpling rescues Cadpig from the icy water. Feeling guilty and grateful, the pups and Spot invite Dumpling to join their group after all. Dumpling turns them down and starts her own group - three pigs and a chicken.

**56 HUMANITARIAN OF THE YEAR (CLIP SHOW) (4338-106) )**

*Kid issue: when adults lie.*
*Lesson Learned: the truth has a way of catching up with you, no matter who you are.*

Cruella is competing with Nanny to be named "Humanitarian of the Year" by a prestigious magazine, the Grutely Do-gooder. The pups are trying to help Nanny win. Meanwhile, Cruella is doing fake good deeds and tells Horace and Jasper to get rid of a box of incriminating photographs which show her evil deeds. The pups find the box of photos. Cruella brags to the magazine's editor about all the good things she's done, but clips show the truth behind the tale - all the times she tried to cheat Roger and Anita out of the farm, or sabotage Roger's video game business, or make Anita's work life a living hell, or torment the pups, to name a few. The pups make sure the editor gets the incriminating photos. Nanny wins Humanitarian of the Year, but Cruella is also cited by the magazine - as number one on the worst dressed list.

**57 HORACE AND JASPER'S BIG CAREER MOVE (4338-107)**
**(CLIP SHOW)**

*Kid Issue: Exaggerating your accomplishments to impress other people.*
*Lesson Learned: You can't escape your true past.*

When Cruella fires Horace and Jasper for their latest bungle, they go to an employment agency looking for their next job. While Horace tries to tell the interviewer the truth about their past work experience (all bungles), Jasper embellishes his descriptions, making the two sound like experts in many fields: oil drilling, criminology, security, entertainment, railroads, and transportation. In the end, they get a job puppysitting for the dalmatians while Nanny is on vacation.

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**58 DALMATIAN VACATION - PART I (4338-108)**
**(ROAD WARRIORS)**

*Kid Issue: Wanting to protect the ones you love*
*Lesson Learned: The power of love conquers all, even Cruella*

Cruella is in need of inspiration for her new spring line. Meanwhile, Anita wants to go on vacation with Roger. Cruella lets her go only if she can come along and be inspired by the sights along the way. Roger had hoped the vacation would be a romantic trip for two culminating in a renewal of their wedding vows at the church where they were originally married. But all the dalmatians end up coming along as well as Cruella. Nanny and Spot stay behind as the puppy bus takes off. Spot, however, contemplating all the chickenly things she could be doing in her friends' absence, changes her mind and chases after the bus. Cruella fills the bus with office equipment and forces the Dearlys to visit the sights of interest to her. Meanwhile, Spot hitches a ride with a chicken truck on its way to the slaughterhouse. The pups take a guided tour of the Kanine Krunchies Factory. Spot saves her doomed fellow poultry from the deep fryer but just misses the Dearlys. Jasper and Horace, driving a semi filled with Cruella's wardrobe, go over a waterfall Roger's call to the church reveals a horrifying fact: the minister who married Roger and Anita wasn't legit - which means they were never legally married. Cruella sees an opportunity in this to get the farm since the deed, made out to Mr. and Mrs. Dearly, is now invalid. As long as she can prevent them from getting to the church within a fourteen day grace period, the farm will be hers!

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**59 DALMATIAN VACATION, PART II (4338-109)**
**(CROSS-COUNTRY CALAMITY)**

*Kid Issue: Wanting to protect the ones you love.*
*Lesson Learned: The power of love conquers all.*

Cruella enacts her scheme to make sure the Dearlys don't get to the church on time, but the pups are on her tail. When Cruella sneaks off with Horace and Jasper, Lucky and Roly tag along. Cruella lures Roger and Anita and the puppy bus down a fake detour that leaves them stranded in the desert without any gas. Cadpig sends an SOS over the Barking Chain. Lucky and Roly hotwire Cruella's truck causing it to land on train tracks and be sliced in half by a bullet train. Cruella's speeding truck, now held together by her lingerie, gets chased by a cop, Officer Kruppsky, while Lucky and Roly cling to the top of it. The truck goes over a cliff, and the two pups are thrown into a river where they use Cruella's suitcase as a raft. Spot, once again hoofing it, hears the Barking Chain message, reunites with Cadpig, then leads Roger to a gas station. Roger and Anita get caught in a Spring Break traffic jam and decide to go to the beach. Cruella, now driving a pickup truck, spies them and follows. Lucky and Roly float out to sea. Cruella disguises herself as an inflatable Pamela Lee Anderson and vamps Roger, trying to woo him away from Anita. Spot deflates that idea and Cruella ends up as a surfboard. Lucky and Roly ride her back in to shore. Roger and Anita reach the training camp for the Biddleburg Banana Slugs where Roger longs for his glory days as a baseball player. Cruella sends Horace and Jasper disguised as baseball scouts to trick Roger into signing a contract, then shows the contract to Anita who thinks Roger's leaving her to play ball. Hurt and angry, Anita takes off on the motorcycle with Cadpig in the saddlebag.

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**60 DALMATIANS VACATION PART III (DEARLY BELOVED)** **(4338-032**

*Kid Issue: Wanting to protect the ones you love.*
*Lesson Learned: The power of love conquers all.*

Roger, missing Anita terribly, gives in to depression, TV and pizza before deciding to go after Anita in the puppy bus. Cruella tries to follow but her truck has been towed away. Roly's sense of smell helps Roger track Anita down. Cruella, Horace and Jasper resort to two tricycles and a wagon to give chase. Anita, riding her motorcycle, totals it to avoid a head-on collision. Anita and Cadpig are "rescued" by members of a flying saucer cult who refuse to let them go until the little shaggy green messenger leads them to the mother ship. In an effort to go faster, Cruella, Horace and Jasper hitchhike with some Heck's Angels. Cruella rides with the lead biker, Bear Spit. To escape from the saucer cult, Cadpig poses as a shaggy green messenger and leads Anita and the cultists to the church. Officer Kruppsky chases the speeding bikers, and Cruella performs an impressive series of biker tricks to get away. Kruppsky is impressed. The bikers chase Roger in the puppy bus. The pups try to get Cruella off their tail by throwing garbage into the road, finally forcing Cruella into the waiting arms of Kruppsky. Roger ends up at the Saucer Cult headquarters and is told by a remaining member that Anita was heading towards the church. Roger follows. Cruella hijacks Kruppsky's police car to stop the wedding, rerouting a Springtime parade to get in between the Dearlys who are trying to find each other. The pups reroute the parade again and send Cruella, Horace and Jasper flying off on Easter Bunny float. Roger and Anita reconcile and head for the church. They're about to get married when Cruella, who's fallen off the float and through the roof of the church, stops the wedding. She's reserved it for herself for this hour. Half a dozen willing grooms step up - Kruppsky, Bear Spit, and every other man she's ever been interested in the past 106 stories. Cruella is so touched that she is loved that she decides to let Roger and Anita get married on time and keep the farm.

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**61A CHANNELS** **(4338-111)**

*Kid Issue: Wanting to watch your favorite show.*
*Lesson Learned: It's better to be out in real life making stories than to be sitting at home watching them.*

The pups are watching Thunderbolt in the barn when it's preempted by a newsflash from Pamela Lee Frizzle. There's a major traffic tie up in Grutely - which means Anita's accidentally locked her keys inside the car. The pups rush off to bring the keys to Anita while the other farm animals keep updated on the crisis by watching the TV. The pups shortcut to the stalled car takes them through several live TV broadcasts being watched by their friends back at the barn. Horace and Jasper's van breaks down next to Anita's car, and they try to help her get her keys out. Meanwhile, the two robbers from "Market Mayhem" have escaped from prison and are heading for Grutely. The pups hitch a ride on a passing truck, not realizing it's being driven by the escapees. Cruella's roadster adds to the traffic mayhem, crashing into the bank. Cruella uses this opportunity to make a cash "withdrawal" without filling out any forms. The crooks enter Grutely and steal the cash from Cruella's car then try to get away in the roadster. The pups stop them by bombarding them with produce. The pups are heroes on the news, and their friends back at the barn get to watch the whole thing on TV.

**61B A WALK ON THE WILD SIDE (4338-114)**

*Kid Issue: not wanting to be considered gullible/a sucker.*
*Lesson Learned: honesty is ultimately the best policy.*

Roly is tired of being suckered by Mooch and his gang. Roly gets his chance to give them a taste of their own medicine when the Swamp Rat takes him under his wing, teaching him to be a con artist. Roly finds he enjoys making suckers of everyone and goes overboard in his enthusiasm, even suckering a poor rabbit out of the food he was going to give his children. When Roly realizes what he's done, he wants to make amends, but the Swamp Rat won't cooperate. Roly ends up scamming the Swamp Rat, tricking him into returning his ill-gotten gains.

**62 DE VIL-LAGE ELDER (4338-112)**

*Kid Issue: Temptation*
*Lesson Learned If something looks too good to be true, it probably is*

While heading out for a picnic, Roger, Anita, Lucky, Cadpig, Roly and Spot come upon a magical village which has appeared out of the mists of time. The Dearlys and the pups are enchanted and quickly forget the life they left behind. Only Spot remains clear-headed and becomes aware of the evil that lurks here. Cruella's ancient ancestor, Judge Dimsdale de Vil, rules the village with an iron hand and plans to take over the world. The only way he can escape the village is to get Cruella to take his place by nightfall. Meanwhile, if the Dearlys and the pups don't leave by nightfall, they'll be trapped inside the village as it disappears, not to reappear again for the next 100 years. It's up to Spot to break the enchantment, which she does by kissing everyone. (Part of the original curse, conveniently enough, is that chickens are immune to the curse). It's a race against the setting sun for everyone to escape the village before Dimsdale traps them all inside. After it's over, only Spot remembers what happened.

**63A DOGFOOD DAY AFTERNOON (4338-113)**

*Kid Issue: Dealing with a problem or injustice*
*Lesson Learned: To create change, you have to take action*

On the day of the Grutely picnic, Roly makes a horrifying discovery. Kanine Krunchies taste different! Somebody's been tampering with the formula! Roly becomes uncharacteristically proactive, leading his friends to the Krunchies factory where they discover the miscreant behind the injustice. Cruella de Vil has taken over the company and replaced dogfood with sawdust. And now, in an effort to cut costs even further, she's planning to replace sawdust with dirt! Meanwhile, she's hoping to improve the corporate image by sponsoring the Grutely picnic. Conveniently, she has recorded some incriminating information on her tape recorder, which the pups steal. Cruella, Horace and Jasper chase the pups to the picnic. The pups manage to get the incriminating tape heard by all the citizens of Grutely. Cruella is forced to give up her holdings in Kanine Krunchies, order is restored, and Roly is a hero!

**63B JURASSIC BARK (4338-115)**

*Kid Issue: Making a new friend.*
*Lesson Learned: Helping someone new to fit in is rewarding for both parties.*

While digging for bones, Lucky falls into a cave and discovers a prehistoric cave pup frozen in a block of ice. Cruella and her mad scientist cousin, Ph. D. Vil, see the cavepup, too, and want to exploit it to promote Cruella's new line of Cave Wear. After they leave, Lucky accidentally frees the cavepup from the ice and realizes the Cave Pup is alive! Lucky names his new friend C.P. and decides to help him escape from Cruella's clutches by assimilating him into modern society. When Cruella and Ph. track down C.P. and put him on display at the museum, Lucky and his friends save C.P. then find him a good home with some very distant cousins -- a million times removed.

**64A SPOT'S FAIRY GOD-CHICKEN (4338-116)**

*Kid Issue: Wanting to be someone else.*
*Lesson Learned: Changing what you look like on the outside does not change who you are on the inside.*

Spot, mortified by her ineptitude at dog skills, wishes she could become a dog. To her surprise, her wish is granted by her equally inept fairy god-chicken, Drumstick. After several failed attempts, Drumstick finally manages to turn Spot into a dalmatian, albeit a gawky, bug-eyed one. Spot finds being a dog a mixed bag - it's exciting to have a finely tuned sense of hearing and smell, but she's also got to put up with fleas, a cold nose, rabies shots and... the dogcatcher! Lucky, Cadpig and Roly rescue Spot from the dogcatcher but get impounded themselves. To rescue them, Spot realizes she needs her chicken abilities to fly and peck open a lock with her beak. Spot makes the supreme sacrifice for her friends and wishes herself a chicken again so she can break them out of the pound. In the end, she realizes that changing her outside didn't change who she was on the inside.

**64B ANIMAL HOUSE PARTY (4338-117)**

*Kid Issue: defending your home*
*Lesson Learned: kindness can be the best weapon*

While the humans, Pongo, and Perdita are away, the pups and Spot must defend the Dearly home from the Swamp Rat, who's turned it into a gambling den for swamp critters. Meanwhile, Cadpig's suffering from P.D.S., petting deficiency syndrome. The core four call upon Lt. Pug to drive away the invaders, but the Swamp Rat's prepared for this. He's got Persian Pete, Pug's childhood nemesis, working as a bouncer. Cadpig recognizes the symptoms of P.D.S. in Pete, and our heroes coopt him to their side by petting him. With Pete's help, they drive the swamp creatures out of the house.

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**65A MY FAIR MOOCHIE (4338-118)**

*Kid issue: the importance of respect from your peers.*
*Lesson Learned: don't judge a book by it's cover.*

Lucky puts aside his past differences with Mooch to help his rival train for an upcoming wrestling match. Mooch, the defending champ, will go up against a new, unknown challenger, El Diablo, from Villa de Vil. While training, Mooch bullies Roly, causing Cadpig to leap to her brother's defense, and pound Mooch into the ground. This, of course, makes Mooch fall in love with Cadpig. To everyone's surprise, Cadpig falls in love with Mooch, too. Cadpig exerts her influence to change Mooch, giving him a "wet look" hairdo, redecorating his hangout and, worst of all, turning him into a peaceloving softie who now refuses to wrestle. To save the honor of Dearly farm Lucky, Roly and Spot try to trick Mooch into training for the match, but to no avail. the day of the match arrives and El Diablo turns out to be a tiny little dog. When Mooch still refuses to fight, El Diablo offers to fight anyone else. One by one, he turns all the other farm animals and dogs into pretzels. Mooch tries to reason with El Diablo, and the challenger twists Mooch into knots as well. This sends Cadpig over the edge. She makes mincemeat of El Diablo which, of course, makes him fall in love with her. As they walk off together, we see that Cadpig will exert her influence to change him, too.

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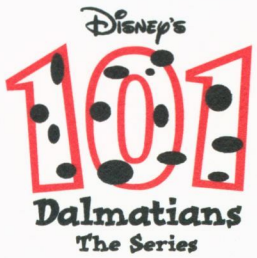
**65B THE GOOD, THE BAD, AND THE CRUELLA (4338-119)**

*Real Kid Issue: Wishing that mean old teacher (aunt, neighbor) would change*
*Real Lesson Learned: Wishing you hadn't made that wish*

To improve her public image, Cruella gets her cousin, Ph D. Vil, to make a "good" clone of her. To test out "Good Cruella," Cruella sends her over to the Dearlys. Everyone's astounded at this incarnation - she bakes cookies, she repaints their barn in psychedelic colors, she grooms the dalmatians to look like dayglo poodles, and she redecorates the Dearly house in fantastically weird ways. The Dearlys and the pups can't take the good Cruella anymore. The real Cruella, eavesdropping with her bugging devices, realizes her clone might be able to do something she never could - drive the Dearlys off the farm. The real Cruella orders Good Cruella to stay on the farm until she's managed to drive everyone away. The pups and Spot, aware of Cruella's plan, thwart her by making Good Cruella aware of the real Cruella's wrongdoings. Good Cruella starts righting these wrongs - donating corporate profits to worthy causes, replanting rain forests, and opening a wildlife preserve on her property. The wild animals get loose, forcing the pups to realize they must work with the real Cruella to de-clone Good Cruella and send her back where she came from.




# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 09/01/97 | DL-1 | YOU SLIPPED A DISK<br>CHOW ABOUT THAT? | |
| 09/02/97 | DL-2 | TIC TRACK TOE<br>LUCKY ALL STAR | |
| 09/03/97 | DL-10 | SHAKE, RATTLE AND WOOF<br>CADPIG BEHIND BARS | |
| 09/04/97 | DL-4 | LEISURE LAWSUIT<br>PURRED IT THROUGH THE GRAPEVINE | |
| 09/05/97 | DL-5 | OUR OWN DIGS<br>GOOSE PIMPLES | |
| 09/08/97 | DL-32 | TWO FACES OF ANITA | |
| 09/09/97 | DL-24 | THE FUNGUS AMONG US | |
| 09/10/97 | DL-3 | MARKET MAYHEM<br>LUCKY TO BE ALONE | |
| 09/11/97 | DL-9 | FOUR STORIES UP | |
| 09/12/97 | DL-13 | IT'S A SWAMP THING<br>ROLL OUT THE PORK BARREL | |
| 09/15/97 | DL-31 | ALIVE N' CHICKEN<br>PRIMA DOGGY | |
| 09/16/97 | DL-7 | YOU SAY IT'S YOUR BIRTHDAY | |
| 09/17/97 | DL-22 | OOZY DOES IT<br>BARNBOOZLED | |
| 09/18/97 | DL-14 | CITIZEN CANINE | |
| 09/19/97 | DL-10 | SHAKE, RATTLE AND WOOF<br>CADPIG BEHIND BARS | |

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# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 09/22/97 | DL-8 | FRISKY BUSINESS<br>CADET OF THE MONTH | |
| 09/23/97 | DL-18 | VALENTINE DAZE | |
| 09/24/97 | DL-32 | TWO FACES OF ANITA | |
| 09/25/97 | DL-25 | CLOSE BUT NO CIGAR<br>INVASION OF THE DOGGY SNATCHERS | |
| 09/26/97 | DL-16 | SMOKE DETECTORS<br>LOBSTER TALE | |
| 09/29/97 | DL-6 | DOUBLE DOG DARE<br>MOOOVE IT ON OVER | |
| 09/30/97 | DL-4 | LEISURE LAWSUIT<br>PURRED IT THROUGH THE GRAPEVINE | |
| 10/01/97 | DL-12 | SHIPWRECKED | |
| 10/02/97 | DL-1 | YOU SLIPPED A DISK<br>CHOW ABOUT THAT? | |
| 10/03/97 | DL-20 | MALL PUPS | |
| 10/06/97 | DL-21 | SHREWZLE WATCH<br>THE LIFE YOU SAVE | |
| 10/07/97 | DL-9 | FOUR STORIES UP | |
| 10/08/97 | DL-2 | TIC TRACK TOE<br>LUCKY ALL STAR | |
| 10/09/97 | DL-5 | OUR OWN DIGS<br>GOOSE PIMPLES | |
| 10/10/97 | DL-24 | THE FUNGUS AMONG US | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 10/13/97 | DL-17 | SPOTS AND SHOTS<br>ON THE LAMB | |
| 10/14/97 | DL-3 | MARKET MAYHEM<br>LUCKY TO BE ALONE | |
| 10/15/97 | DL-13 | IT'S A SWAMP THING<br>ROLL OUT THE PORK BARREL | |
| 10/16/97 | DL-31 | ALIVE N' CHICKEN<br>PRIMA DOGGY | |
| 10/17/97 | DL-7 | YOU SAY IT'S YOUR BIRTHDAY | |
| 10/20/97 | DL-11 | TREASURE OF SWAMP ISLAND<br>LORD OF THE TERMITES | |
| 10/21/97 | DL-16 | SMOKE DETECTORS<br>LOBSTER TALE | |
| 10/22/97 | DL-14 | CITIZEN CANINE | |
| 10/23/97 | DL-25 | CLOSE BUT NO CIGAR<br>INVASION OF THE DOGGY SNATCHERS | |
| 10/24/97 | DL-18 | VALENTINE DAZE | |

## Synopses, Season 1 (1997)

**"BACK TO THE KLONDIKE"** **(4412-001)**

Scrooge returns to his gold claim in the Klondike where he discovered his first fortune and love, Glittering Goldie. He reminisces about his past and encounters Dangerous Dan, an old rival for both Scrooge's gold and for Goldie! The rivalry is reborn as Scrooge makes a new gold strike and Dangerous Dan robs Scrooge's gold train! Only Goldie can save Scrooge -- if she'll forgive him for accusing her of stealing his gold! Scrooge's gold is saved, with last minute help, from Goldie and her pet grizzly bear.

**"EARTH-QUACK"** **(4412-002)**

Gyro constructs a giant shock absorber to correct the earthquake fault beneath the Money Bin, but when tunneling down, Scrooge and the boys are lost in the land of the "Terry-Fermies" whose national sport is causing earthquakes! Scrooge finds his bushy attitude doesn't work on Terry-Fermies. A big quake causes all of Scrooge's money to cascake makes underground! Scrooge and the Nephews outwit the Terry-Fermies, stop the earthquakes and recover Scrooge's fortune!

**"SWEET DUCK OF YOUTH"** **(4412-003)**

Facing another birthday, Scrooge is depressed with the idea of getting old. He takes Launchpad and the Nephews on an expedition into spooky Okeefadokie Swamp to discover Ponce de Loon's famous Fountain of Youth! They encounter the terrifying ghost of a Conquistador and a crusty old hermit who tires to frighten them into leaving. In the end, Scrooge leads a harrowing escape from an underground cavern, an ordeal though which he learns he's only an old as he feels.

**"MICRO-DUCKS FROM OUTER SPACE"** **(4412-004)**

Scrooge, Webby and the Nephews are accidentally shrunk down and ant-size by the technology of visiting extraterrestrials. The aliens enlist Scrooge's help in restoring their famine-ravages planet to a food producing one. But first, our miniaturized heroes must make a dangerous trek across the giant-sized city of Duckburg, facing rats the size of elephants of speeding automobiles as big as football stadiums!

**"SCROOGE'S PET"** **(4412-005)**

Believing a pet will cheer up a disgruntled Scrooge, the boys buy Scrooge a pet lemming that runs off with a locket containing the only copy of the cobination to his new safe. The lemming joins the lemming hordes of "Novay." Only after ingenious attempts does Scrooge get the locket back, vowing never to have a pet again, until the kids give him the perfect one: A gold fish!



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**"DINOSAUR DUCKS" (4412-006)**

Scrooge attempts to capture a dinosaur from the "Lost World." He becomes involved with a mother dinosaur when the animal he captures is her baby! Scrooge comes to grips with the emotional crisis of separating a baby from it's mother when Webby is captured by a tribe of Neanderthal Cave ducks! Launchpad is on hand to help save the day, along with Webby and her unique understanding of animals.

**"THE MONEY VANISHES" (4412-007)**

Gyro invents a matter transmitter to move his furniture while he dusts underneath. The Beagle Boys steal it and transmit Scrooge's money to their hideout. Trouble ensures when the transmitter begins transmitting people as well as objects, and the Nephews also wind up in the robbers lair!.

**"THE LOST CROWN OF GENGHIS KHAN" (4412-008)**

In search of an ancient lost crown, the ducks encounter an Abominable Snowman, which turns out to be an Abominable Snowwoman! In a race with other members of the Explorers Club, Scrooge is determined to become the Explorer of the Year for the thirty-third year in a row. He fails. A fellow club member cheats to win, but in the end, Scrooge proves cheaters never prosper.

**"THE PEARL OF WISBOM" (4412-009)**

On a peaceful South Seas island, Scrooge and a ruthless Smuggler vie for possession of a magical pearl that bestows wisdom and power. Scrooge wants the magical wisdom so he can increase his wealth, magically! The Smuggler wants to use the wisdom to become the world's greatest criminal. Accidentally, ultimate wisdom is bestowed on both Scrooge and the Smuggler, with unexpected results!

**"MASTER OF THE DJINNI" (4412-010)**

Scrooge vies with Flintheart for an ancient Arabic lamp, complete with Djinni! Both, however, find, grasp and rub the lamp simultaneously, producing a Djinni that insists it can serve only one master. The Djinni sets them off aon a desert race to determine which of the two rivals is the proper owner, while it lives the east life at McDuck Mansion. Scrooge and Flintheart encounter various desert inhabitants who want the lamp. They are saved by the beautiful Schwebezade!

**"THE MIRROR QUACK 'D" (4412-011)**

A mysterious woman gives Scrooge a mirror that seems to tell the future. The images are really designed by Magica de Spell to force Scrooge into giving her his first dime, a coin purported to have special powers. With the dime, Magica can obtain even more power! When our heroes learn they've been duped, they also realize that by worrying about the future, they've failed to enjoy the present, so they get started enjoying it, right away!

**"TAKE ME OUT OF THE BALLGAME" (4412-011B)**

Duckworth is in charge of coaching the Nephews baseball team. Unfortunately, he does not understand the game and hinders the teams performance. Finally, with a turn of events Duckworth realizes that he misunderstood the game and leads the team to victory.

**"MAID OF THE MYTH" (4412-012)**

Mrs. Beakley's opera debut attracts the attention of a horde of Vikings who have been locked in an ice wall for centuries. They lay waste to Duckburg, Kidnap Mrs. Beakley and live to regret it! The Vikings take Mrs. Beakley to their Arctic home, pursued by the boys, Launchpad, Webby and Scrooge. They macho Vikings insist one of the ducks must win a chariot race to gain their freedom. As luck would have it, Mrs. Beakley ends of driving the chariot!

**"HERO FOR HIRE" (4412-013)**

After yet another aerial foul up, Scrooge finally fires Launchpad, so Launchpad goes into the "hero" business, full time. Tricked into doing a series of "Good deeds" by the Beagle Boys that are really bank robberies, Launchpad becomes a wanted criminal! He must prove himself innocent, especially since most of the money he stole was Scrooge's!

**"ARMSTRONG" (4412-014)**

Scrooge and his Money Bin are taken over by a mechanical Robot, who seems, at first, more like a charming plaything. Ultimately, the Robot wants power and more power, Scrooge is saved by his friends and Launchpad's derring do. He realized efficiency has it's place - but there's no replacement for the personal touch of this friends and loyal workers.

**"SIR GYRO DE GEARLOOSE" (4412-015)**

Gyro Gearloose is fed up with being a "Gadget Man" and muses that in another time, another place, he could have been someone bold and romantic - perhaps a knight, daring and brave! In search of a better life, Gyro Gearloose transports himself and the Nephews back to the days of King Arty and the Round Table. Gyro becomes knighted as he settles a long dispute. Gyro Battle the infamous Black Knight for his honor, but in the end, realizes that being a "Gadget Man" is what he was born to be.

**"MERIT-TIME ADVENTURE" (4412-016)**

Jr. Woodchucks Webby, Doofus and the Nephews are going to their sailing merit badges, with Launchpad as their captain. Webby only has one badge so far, and is really giving it her all, to earn a sailing badge. The boy are loaded down with merit badges, and are sure this sailing badge will be a cinch! When Scrooge goes after a mysterious SEA SERPENT with the kids and Launchpad, Webby's hard work pays off and aids not only in catching the perpetrator of the Sea Serpent scam, but saves Launchpad's life as well. The kids learn it's not the merit badges themselves which are important, but the skills they learn to earn them.

**"BERMUDA TRIANGLE TANGLE (4412-017)**

In search of several lost vessels from Scrooge's shipping fleet, Scrooge and the kids get marooned amid a ghostly civilization of castaways on the Sargossa Sea. Scrooge rescues his plighted cargo business and demonstrates his leadership qualities when he wrists control of the stagnant civilization from the notorious Captain Bounty.

**"HORSE SCENTS"** **(4412-018)**

Arch-rivals Flintheart Glomold and Scrooge both have horses entered in the Ken-ducky derby! While Glomgold tired to sabotage Scrooge's horse, Webby befriends a goofy old workhorse names M'Lady. When Webby and the boys discover M'Lady can run like lightning, they enter her in the race! Unfortunately, they soon learn she only runs when she hears the voice of villain Bull Weevil yelling at her! Other than that, she literally runs slower than a snail! The boys concoct a victory plan, Webby plays jockey, and they're off!

**"THE CURSE OF CASTLE MCDUCK"** **(4412-019)**

Scrooge visits his ancestral home, a castle in Scotland plagued by the curse of a ghostly hound! Scrooge comes to grips with long suppressed childhood fears when he comes in contact with ancient Druids, whom he discovers are really creating the frightening hound to get back at Scrooge's family for taking illegal possessions of their land.

**"SEND IN THE CLONES"** **(4412-020)**

Magica de Spell turns the Beagle Boys into the three Nephews and send them to get Scrooge's first dime. Webra Walters, a famous interviewer, comes to interview Scrooge. Scrooge "Shows off" his family, not realizing the nephews are rally transformed Beagle Boys!

**"SUPER DOO"** **(4412-021)**

Poor Junior Woodchuck Doofus is clumsy and inept – until he finds a magic "crystal donut" which gives him super powers! Doofus thinks life will be super, too, until he finds out his friends liked him better the way he was! Features two funny aliens who jettisoned the stolen medallion into space to hind it from space police. Also features the Junior Woodchucks in their traditional Junior Woodchuck garb.

**"HOTEL STRANGEDUCK"** **(4412-022)**

Scrooge buys spooky old Castle Strangeduck in Swansylvania, intent upon turning it into the poshest hotel in the world. Complications arise when the ghost of Dr. Ludwing von Strangeduck "appears". In face the ghost is invisible! The strange goings-on turn out to be due not to Strangeduck's ghost, but Strangeduck's former assistant, who is trying to find Strangeduck's book of secrets by suing an invisible paint formula.

**"LAUNCHPAD'S CIVIL WAR"** **(4412-023)**

When Launchpad is invited to play the role of his Great, Great Grandfather General Rhubarb in a civil war pageant, he's shocked to learn ol' Rhubarb was the laughing stock of the whole war! General McQuack's humiliated Soldiers have hidden in a cave for half a century, undiscovered – until Launchpad crashes into them. Determined to restore the men's pride and the McQuack reputation to glory, Launchpad goes all out to win a re-enactment of the bungled civil war battle. He bungles it up even worse than his no-so-great Great Grandfather, but wins anyway! Features ducks in civil war outfits, and a goofy, lame-brain horse named "Grace."

**"DON'T GIVE UP THE SHIP"** **(4412-024)**

*Part I "Treasure of the Golden Suns"*

Donald Duck joins the Navy, leaving Huey, Dewey & Louie in the care of a disgruntled Uncle Scrooge. The Nephews get into hot water when they are falsely blamed for the theft of Scrooge's antique model ship. In order to prove their innocence, the ducklings must capture the real culprits, the Beagle Boys and the mysterious El Capitan. Scrooge then accepts his Nephews happily and recovers his ship – which turns out to be the key to a lost treasure.

**"WRONG WAY TO RONGUARY"** **(4412-025)**

*Part II "Treasure of the Golden Suns"*

Flintheart Glomgold wagers with Scrooge to become the world's richest duck. Using an ancient map, Scrooge and the Nephews travel to the South American country of Ronguay to find a Spanish galleon filled with gold. Unfortunately, they must face scorching deserts, monsoons, and the treachery of Flintheart and El Capitan become winning the bet . . . by one coin!

**"THREE DUCKS OF THE CONDOR"** **(4412-026)**

*Part III "Treasure of the Golden Suns"*

Using an ancient coin, Scrooge discovers a clue to the location of the Valley of the Golden Suns. But he needs Donald Duck and Launchpad McQuack to help him on his quest to the Andes. There they meet the tyrant Joaquin Slolee and must battle a race of sun-worshipping natives who fly on giant condors!

**"DUCKMAN OF AQUATRAZ"** **(4412-027)**

Flintheart Glomgold frames Scrooge for the theft of his ugly but priceless painting, "Duck A L'Orange." Poor scrooge is sent to Aquatraz, the toughest prison there ever was. While the Nephews and Webby search for clues to clear their Uncle, Scrooge copes with prison left and jail roommate Mad Dog McGurk! Mad Dog hates rich ducks but Scrooge wins the rough con's friendship by reuniting him with his long-lost Mudder. To express his gratitude, Mad Dog "helps' Scrooge escape against his will -- and the police are ordered to shoot on sight. Luckily his family, who never game up hope, find the evidence to clear him in the nick of time.

**"HOME SWEET HOMER"** **(4412-028)**

Scrooge encounters classic creatures from Greek mythology as he and the Nephews are hurled back to the days of Odysseus and his wandering son, Homer. Circe, the evil sorceress, tries to thwart Homer's return and the return of Scrooge and the Nephews back to the present.

**"COLD DUCK"** **(4412-029)**

*Part IV "Treasure of the Golden Suns"*

Scrooge's search for a mythical Valley of gold takes him to Antarctica, where he gets lost in the snow. Mrs. Beakley, Webby Launchpad and the Nephews set off to find him – and discover a race of talking penguins. Webby meets to shy penguin girl named Skittles, who helps them locate Scrooge. But before they can rescue him, they must fight a huge, prehistoric Wooly Walrus.

**"TOO MUCH OF A GOLD THING"** **(4412-030)**

*Part V "Treasure of the Golden Suns"*

Scrooge and Co. finally find the Valley of the Golden Suns! And so does the unsinkable El Capitan. As he and scrooge fight for possession of a molten lake of gold, a series of ancient traps threatens to destroy the Valley and everyone in it! Scrooge must overcome his "gold fever" to save his friends from disaster.

**"MUCH ADO ABOUT SCROOGE"** **(4412-031)**

Scrooge is searching for "MacDuck!" the lost play of William Drakespeare on an island hunted by the ghosts of his characters. During the process, they are pursued by Fuller Brush Bill who wants to steal the valued manuscript for profit. Scrooge's goal is quick profit, too, until he learns the play is a terrible affront to the McDuck family reputation and must do his best to stop the manuscript theft!

**"TOP DUCK"** **(4412-032)**

Launchpad has always felt inferior to his famous flying family, dad Ribcord McQuack, mom Birdy and valley girl sister Loopy. When Duckburg hosts a big airshow, Launchpad hopes to win their respect with fancy flying, but crashes instead. In the end, Launchpad and his family team up to thwart the Beagle Boy's plot to steal Scrooge's high tech Mc-X aircraft. To his surprise, Launchpad learns his family has been proud of him all along! He just never game them the chance to say so.

**"WHERE NO DUCK HAS GONE BEFORE"** **(4412-033)**

Scrooge acquires a cheap movie studio and orders Gyro to upgrade the set of a sci-fi show. However, Gyro does his job too well, and he accidentally rockets Launchpad, Doofus and the Nephews to space! Who will save them from a ship full of aliens? -- Launchpad or the phony-baloney sci-fi actor, Courage of the Cosmos?

**"ROBOT ROBBER"** **(4412-034)**

When Gyro builds gigantic construction robots for Flintheart Glomgold, Glomgold uses them to put McDuck Contractions out of Business. When Ma eagle finds out about the robots, she masterminds a jail break and she and her Beagle Boys take over the robots, and take over the city! Scrooge and Glomgold must put aside their deepseated rivalry and work together to save the city. Unfortunately, they must work together with Launchpad!

**"THE SHADOW WAR"** **(4412-035)**

In her quest to capture Scrooge's lucky dime, Magica de Spell comes up with a spell which brings her own shadow to life. Her shadow is able to steal the shadows of objects and cause the objects themselves to disappear. Magica sends her shadow to steal Scrooge's lucky dime, but her scheme backfires, when Magica's shadow turns on her and plots to bring all the shadows of Duckburg to power over their masters!

**"A DRAIN ON THE ECONOMY"** **(4412-036)**

*Part One of 2nd Five-Parter*

The Prize: Rights to an electricless lightbulb. The Contest: Scrooge and Flintheart must weigh their money to win. Scrooge would normally win easily, but the Beagle Boys have escaped from prison and blown a hole in the Money Bin! Scrooge and the Nephews must chase three cubic acres of money though the water system of Duckburg.

**"DUCKS OF THE WEST"** **(4412-037)**

The McDuck oil fields in Texas are mysteriously drying up. Scrooge puts on a J.R. Ewing (J.R. Mooing) act and investigates. His charade, however, teaches Scrooge he shouldn't try to be something he's not. The trial leads to an old Western ghost town. There, he meets the gun-totting ghost of Jesse Jones!

**"A WHALE OF A BAD TIME"** **(4412-038)**

*Part Two of 2nd Five-Parter*

Scrooge plans on shipping his fortune overseas, but his freighters are sunk – by a gigantic killer whale. When he and Donald are swallowed by the beast, they discover it's really a super-sub built by Horatio Bluebottle (under the command of Flintheart Glomgold). Scrooge manages to surface the sub by dumping his gold out of the hole and onto the ocean floor.

**"SPINX FOR THE MEMORIES"** **(4412-039)**

Donald is wishing he were commander of the aircraft carrier when he's given two days of shore leave in the exotic port of Bu-gazzi. He gets his wish for power when his similarity to a long lost ruler gets him kidnapped by followers of the ancient Egyptian-like king. Fortunately, Scrooge and the Nephews had planned to meet Donald in Bu-gazzi and they pick up his trial. They find the lost city of the desert just in time to see Donald taken over by the spirit of the long dead king. Their efforts to rescue Donald are hampered by the appearance of a living Mummy and Donald's own power mad lust to rule!

**"AQUA DUCKS"** **(4412-040)**

*Part Three of 2nd Five-Parter*

Scrooge, Gyro, Launchpad and Doofus search the deepest thrench in the ocean for McDuck's lost fortune. They are shocked to discover it's been taken by a race of mer-people, who arrest our heroes . . . for littering the seabed! With the help of Gyro's new fizzy drink and some dolphins, Launchpad is able to raise the Lost City of Atlantis (which contains Scrooge's money)

**"THE TIME TEASERS"** **(4412-041)**

When the Beagles get ahold of Gyro's time-altering device, they freeze time long enough to remove every time from Scrooge's vault. An accident, however, hurls the Beagles and Scrooge's fortune back to pirate days and they get a dose of their own medicine when the Beagles are captured by an even meaner band of pirates! Scrooge, Gyro and the Nephews travel back in time to the rescue using Gyro's time tub and escape with the money under a hail of cannon balls.

**"BACK OUT IN THE OUTBACK"** **(4412-042)**

Webby, Launchpad and the Nephews interact with Crocodile Dundee-types when Scrooge takes them to Australia to investigate strange U.F.O's that are destroying Scrooge's wool production at this desolate sheep ranch. Webby's understanding of animals saves the day and captures the bud guys just In time as Australian animals (koala, kangaroo, sheep dog, etc.) lend a helpful paw.

**"WORKING FOR SCALES"** **(4412-043)**

*Part Four of 2nd Five-Parter*

Flintheart has already dumped his fortune on the giant scales of Macaroon, waiting for the big weigh-in. He's sure he will win, because he's hired the Beagle Boys to stop Scrooge from arriving. But Scrooge floats the City of Atlantis over the scales., and after a frantic aerial battle, manages to dump his fortune into place. Glomgold is defeated, and "scrooge is declared Richest duck in the World!

**"RAIDERS OF THE LOST HARP"** **(4412-044)**

Scrooge's archeological dig in the Greek Island uncovers the lost city of Troy and an ancient warning not to remove the valued artifacts from their tomb. Scrooge passes off the warnings as nonsense, takes the artifacts to Duckburg and barely lives to regret it as his actions bring to life a terrible monster which is bent on recovering Helen of Troy's harp of truth. The entire military might of the nation cannot stop the monster. What's worse, the truth telling harp gives Scrooge unexpected insights into himself and those around him.

**"LUCK O' THE DUCKS"** **(4412-045)**

Far Darrig, a slippery little leprechaun con artist, is accidentally shipped to Duckburg in a crate of Irish linen. The unlucky recipient? SCROOGE MCDUCK! When Scrooge learns of a vast treasure known only to leprechauns, he tricks Far Darrig into granting him a wish, the location of the treasure! On the Emerald Isle, Far Darrig and his leprechaun friends try to trick Scrooge, Scrooge tried to trick them, and only Webby's genuine trust and kindness toward Darrig saves Scrooge from a terrible fate.

**"THE GOLDEN FLEECING"** **(4412-046)**

Launchpad's encounter with harpies sends Scrooge McDuck on a quest for the mythical golden fleece. Finding it, Scrooge also encounters it's guardian: the sleepless dragon! The powers of the fleece, however, make Scrooge's greed all consuming.

**"DOWN AND OUT IN DUCKBURG"** **(4412-047)**

Because of an ancestral debt, Scrooge loses his fortune to Fritter O'Way, a shifty weasel who fritters the fortune away on tacky furniture! With the help of Captain Jack and his woebegone ship, Scrooge manages to find the lost "marbles" under the Cape of No Hope and retain his fortune, but not until storms and sharks have cause near-insurmountable problems! During his tenure as a penniless pauper, Scrooge learns to empathize with the poor, and decides to treat them with compassion and respect.

**"THE RIGHT DUCK"** **(4412-048)**

Determined to prove he's not a stupid pilot, Launchpad enrolls in the Duckburg astronaut program, where he's chosen for the next space orbit around Earth. What Launchpad doesn't know is that he was chosen because he's an idiot – the perfect one to test the new idiot - proof guidance system. Launchpad ends up on Mars, where he antagonizes Mars' ruler, Ping the Pitiless, who launches an attack on Earth!

**"SCROOGELOO"** **(4412-049)**

An ill and delirious Scrooge is irritated by his family's efforts to nurse him. But he learns to appreciate his servants, when he dreams he's "Scroogerello", a Cinderella-type serving duck to his evil stepbrudders, the Beagle Boys! With Glomgold has the stepfadder and Webby as the fairy godmother in training, Scrooge sets off to win the hand of Princess Goldie, (Glitterin' Goldie) at the "Pick-A-Prince Ball!" But he ends up in a mad-cap adventure, trying to save her from his evil stepbrudders. Features Scrooge in a dazzling tuxedo and golden top hat, Webby in fairy godmother garb with magic wand, the Beagle Boys in tacky tuxes, Glitterin' Goldie in a beautiful ballgown and Launchpad is accident-prone frog.

**"DOUBLE-O-DUCK"** **(4412-050)**

Launchpad is the perfect double for international spy Bruno von Beak, and is drafted as secret agent Double-O-Duck. His mission: to stop the infamous Dr. Nogood and his crime ring, F.O.W.L. (The Foreign Organization for World Larceny), from destroying the world's money supply.

**"JUNGLE DUCK"** **(4412-051)**

Word of a jungle wild man lures Scrooge, the Nephews and Launchpad to darkest Africa! Mrs. Beakley goes along, too, telling tales of how she used to lead many of safari across the grassy plains and through the thick rain forests. The kids don't really buy her story until they are set upon by the wild duck and learn Mrs. Beakley knows him! Twenty years previous she was the wild duck's nanny. He's a Prince of a nearby kingdom who's plane was sabotaged when he was only five years told. He was the one Mrs. Beakley had searched for and now she and the other ducks join in usurping the usurpers of the Prince's throne.

**"DUCK TO THE FUTURE** **(4412-052)**

Concerned about the Nephews' business sense, Scrooge travels into the future to checkout their future business acumen. Little does Scrooge realize he's been set up my Magica De Spell and unless he can return to the past and re-steer it's course, the future will be a nightmare

**"DUCKWORTH'S REVOLT"** **(4412-053)**

Scrooge overhears the nephews talking about him, saying the Duckworth lets Uncle Scrooge treat him like a slave. Scrooge impulsively fires Duckworth, to give him a chance to go out on the world and "make big bucks." At the us stop, a despondent Duckworth and the boys are zapped aboard a cornucopia-type space craft commanded by Vegetable Creatures! The creatures make Duckworth and the boys slaves, along with other space creatures they've collected. Duckworth shows everyone there's a big difference between working for someone because you want to and being forced to serve, when he spearheads a victorious revolt against slavery. The Nephews and all the space creatures gain new respect for Duckworth, and for everyone who freely chooses to serve others.

**"SPIES IN THEIR EYES" (4412-054)**

When the remote guidance system of Scrooge's secret submarine is stolen, the Navy accuses Seaman Donald duck of espionage and high treason. Donald is in the process of being court-martialed as Scrooge and the Nephews hastily follow a path of foreign intrigue in exotic Singapore. Their efforts lead them into and out of classic spy situations, the least of which involve a "Eurasian duckette with hypnotic eyes and a vicious international terrorist. In the end, though it took incredible effort, Scrooge is thankful he followed his gut feeling about Donald, rather then the irrefutable evidence that Donald did indeed commit treason.

**"LAUNCHPAD'S FIRST CRASH" (4412-055)**

Scrooge and Launchpad trapped on top a sheer-sided desert mesa reminisce about their first crash together. In flashback, we see a nineteen-year-old Launchpad trying to drum up business at the lowest possible prices. Scrooge can't resist and employs the eager, but bumbling, pilot to take him in search of a lost city of diamonds. A miscalculated fly-by over an extinct volcano's crater gets Scrooge and Launchpad sucked into a bizarre middle-earth world filled with gigantic octopuses, crabs and ruled by Amazonian women! This was the first of many exciting adventures Scrooge and Launchpad have had together.

**"THE UNCRASHABLE HINDENTANIC" (4412-056)**

Perhaps Scrooge has bitten off more than he can chew when he bets Flintheart Glomgold that he can make a profit on anything - even the uncrashable Hindentanic. This inflated lemon brings new meaning to the word "disaster."

**"DIME ENOUGH FOR LUCK" (4412-057)**

Gladstone Gander proves to Scrooge time and again that he is the world's luckiest duck. So it's no surprise when Magica de Spell tricks him into using his luck to get him past the traps in McDuck's Money Bin. But the instant he steals the Number one Dime, bad luck befalls him and Scrooge. Together they fly to Magica's island to retrieve the Dime and restore their good fortune.

**"DUCK IN THE IRON MASK" (4412--058)**

Dewey is fed up with being mistaken for Huey and Louie! So he changes his image to look as different from them as possible. And dressed in a wild Hawaiian shirt, hat and sunglasses, he certainly does look different! But then Scrooge, the Nephews and Launchpad get in trouble in the fairbook land of Montedumas. Teamwork becomes crucial. Scrooge's old friend, the count of Montedumas has been imprisoned in an iron mask by his lookalike brother. When the Nephews become separated, Huey and Louie realize they are not as formidable without Dewey's clever ideas, and Dewey discovers there really is something special about being part of a team.

**"THE STATUS SEEKERS" (4412-059)**

Scrooge is not accepted by the Association of Status Seekers because he hangs out with "commoners" like his Nephews and Launchpad, and because he doesn't own an accepted "status symbol." Determined to join the snobby organization, Scrooge avoids his old friends and sets off to find a rare tribal mask which will make him President, no less. In the end, Scrooge misses his "lowlife friends" and decides being a snob is a real snore.

**"NOTHING TO FEAR"** **(4412-060)**

In a ruse to get Scrooge's number one dime, Magica de Spell magically brings out heroes' greatest fears to life! Soon, the Nephews are hunted by video villain Commander Gander and in trouble with a giant version of their teacher. Mrs. Quackenbush! Scrooge is hounded by a mob of Bill Collectors and all his money disappears! A panther-like limo chases Duckworth and Doofus is threatened by the school Bully and a Giant Banana! Finally, Scrooge is confronted with punkish images of Nephews who don't love them and the boys are taunted by a phony Scrooge who insists he doesn't love them! Our heroes realize they must find the courage to face their fears, or they'll be funning form their fears for the rest of their lives.

**"DOCTOR JEKYLL AND MISTER MCDUCK"** **(4412-061)**

Scrooge buys a trunk at an auction, but the results are no bargain! A strange cologne in the old trunk causes the normally tight-wad Scrooge to tun into a fun loving spend thrift! The Nephews mush take Scrooge to London in hopes they can find an antidote to the cologne. Instead, they find the nefarious Jack the Tripper and must employ the haughty British detective, Mr. Shedlock Jones.

**"ONCE APON A DIME"** **(4412-062)**

The Nephews want to know how Scrooge's number one dime made him a wealthy man. So, through a series of flashback vignettes. Scrooge tells the boys of his early days and how he made his fortune. (Of course, he wasn't truly rich until the Nephews came into his life).

**"ALL DUCKS ON DECK"** **(4412-063)**

Donald Duck wants his Nephews to be proud of him, so he entertains them with phony stories of his valor at sea. Eager to see their Uncle in action, the boys stow away on his aircraft carrier – and discover Donald's heroics consist of peeling potatoes and swabbing the duck! Determined to convince Admiral Grimitz that Donald is a hero, the boys create chaotic opportunities for Donald to save the day – all of which backfire. Meanwhile, diabolical villain The Phantom Blot steals the navy's new, invisible stealth bomber! Scrooge and Launchpad manage to wrest it away, but when the lights short out on the aircraft carrier, they can't see to land! Donald saves the day by shooting of flares, and finally receives a special medal! His nephews made it themselves, out of potato peels!

**"DUCKY HORROR PICTURE SHOW"** **(4412-064)**

Scrooge is determined to make money off a rundown old dance hall by turning it into the Duckburg convention Center! Unfortunately, his first group of conventioneers happen to be real monsters from Monsters Unanimous! Drakeula, Quackenstein, Bride of Quackenstein, the Blob, Quackymous and even Ping Pong the giant ape all show up to party! To make matters worse, Scrooge rented his mansion out to them as a hotel! And to make matters much worse, the monsters are protesting the monsters movie marathon at Scrooge's theater! It looks as if Scrooge will have the first failure of his business career - until he proves the movie fans really love the monsters, and books the whole ghoulish lot of them as live performers!

**"TILL NEPHEWS DO US PART" (4412-065)**

Scrooge is smitten with wealthy Millionara Vanderbucks, mostly because they have so much in common! (Stocks, bonds, T-bills, limousines, etc, . . ) When they decide to marry, the kids overhear her plans to send the Nephews to a military academy and Webby of to finish school! The kids try to scare the nasty Millionara away, by convincing Scrooge to take her on a rugged journey with "Tazmanian Thistlemashers" and other terrors they've created. But Scrooge proceeds with the wedding and every guest ever seen on DUCK TAKES is there, including the Beagle Boys in bride's maid gowns! At the last minute Scrooge realize Millionara only loves him for his money, true Glitterin' Goldie jumps out of the wedding cake, Shotgun blazing, and the wedding has a happy ending for everyone but the Millionara.

**DT-66 MARKING TIME *Part 1 of 5**

Scrooge and Glomgold dispute over the price of Glomgold's far west island of Duckbill, which unbeknownst to Glomgold, has a diamond mine. He discovers the mine while spying on Scrooge and enlists the Beagle Boys to blow the island in half, still leaving Scrooge with the far west island, but sans the diamond mine. Gryro comes to Scrooge's aid with his time machine, the Millenium Shortcut, which enables Scrooge to travel back in time to place proof of ownership on the other side of the island. However, they mistakenly travel back to the prehistoric age. Scrooge meets Bubba and hi pet, Tootsie who want to return with Scrooge and stows away on the time machine, causing Scrooge great consternation when the machine has problems taking off.

**DT-67 THE DUCK WHO WOULD BE KING *Part 2 of 5**

Scrooge and Co. fly in the Millenium Shortcut to Too-Pei, which is governed by a tyrant called Mung-Ho. Scrooge and Launchpad are captured and about to be boiled in gold along with Sen-Sen, a beautiful woman who has attempted to free her people, when Bubba arrives riding Tootsie and is mistaken for the "great one" described in a prophecy. Bubba succeeds in placing Scrooge in power which angers Mung-Ho who then gathers his outside bandits to take control, in the form of a giant snowball, which completes the old Sen-Sen is made leader and Scrooge and Co. return home with a lovesick Launchpad!

**DT-68 BUBBA TRUBBA *Part 3 of 5**

When Scrooge returns home, Gyro tells him that he may have changed history by bringing Bubba back, and that Bubba must be returned or Scrooge may lose his fortune. Glomgold attempts to kidnap Bubba to brainwash him before returning him to the past. Ma Beagle and the boys finally succeed in capturing Bubba, Tootsie and the money bin.

**DT-69 DUCKS ON THE LAM *Part 4 of 5**

Scrooge blames his recent misfortunes on Bubba and treats him unfairly. Glomgold convinces the police that Scrooge is an imposter and they throw Scrooge in jail. While being confined, Scrooge's conscience berates him for treating Bubba wrongfully and he decides to turn over a new leaf by being kind to Bubba.

**DT-70 ALI BUBBA'S CAVE *Part 5 of 5**

Returning to Duckbill Island, Scrooge and Co. attempt to secure a diamond from the mine to pay Glomgold the remainder of the payment, but Glomgold is already there! They think the game is up, but accidentally fall into a cavern where they find treasures enough to pay Glomgold. Meanwhile, Glomgold has blocked the cavern opening with a boulder, but Bubba returns in time to help. Unfortunately, they fail to meet the deadline of paying Glomgold his money. As they retreat thinking all is lost, there is a huge explosion scattering diamonds all over Scrooge's island - leaving Scrooge and Co. with a happy triumph!

**DT-71 LIQUID ASSETS *Part 1 of 5**

The Beagle Boys, determined to steal Scrooge's money bin for Ma Beagle's birthday present, force Scrooge to move the bin by altering a freeway route to cut through Scrooge's property. In order to keep track of all his cash, Scrooge hires a loony accountant, Fenton Crackshell to supervise the move. When Fenton discovers the Beagle Boys' plan to steal the money bin, he dumps the mon ey into Lake Doughbegone to hide it. The Beagle Boys head for thelake to take possission of the now "liquid" assets.

**DT-72 FROZEN ASSETS *Part 2 of 5**

The Lake Doughbegone Dam breaks and all the cash and water sweep down stream to conveniently settle in Ma Beagle's backyard. However, Scrooge regains his cash by freezing the re-located lake and moving it with giant ice tongs. After the cash is back in the money bin, Scrooge has Gyro invent GICU-2, an overprotective robot, to guard it. Unfortunately, the robot goes awry, forcing Gyro to invent a robotic uniform for someone to wear to battle the GICU-2. By chance, Fenton gets control of the uniform transforming himself into Gizmoduck!

**DT-73 FULL METAL DUCK *Part 3 of 5**

Gizmoduck defeats GICU-2 over the possession of the money bin! Scrooge then hires him as a security guard. Later, however, Ma Beagle finds the Gizmoduck Owner's Manual and uses a remote control device to make him do her bidding. She soon has him stealing for her, making him a criminal in the eyes of the people of Duckburg. In the en, she has him steal the money bin, finally fulfilling her grandest scheme.

**DT-74 THE BILLIONAIRE BEAGLE BOYS CLUB *Part 4 of 5**

With her newly acquired money bin Ma Beagle is now the wealthiest lady in Duckburg! Meanwhile, Scrooge is put out of his mansion due to foreclosure. Ma Beagle then buys the mansion and manipulates the affluent people of Duckburg into accepting her into their high society. When Scrooge schemes to prove that she stole his money, Ma Beagle has him thrown in jail. However, the nephews regain control of Gizmoduck and free Scrooge.

**DT-75 MONEY TO BURN *Part 5 of 5**

While Scrooge and various Duckburg citizens try to retrieve the sunken money bin, a spacecraft suddenly appears out of nowhere and takes it away. Scrooge and company travel in a rocket to get the bin back. They encounter MEL, the Master Electronic Leader, who runs a robotic planet and intends to melt Scrooge's money into robots. All looks lost for Scrooge, until Fenton challenges MEL to a counting contest, and wins back the bin. Scrooge is so greatful that after the bin is returned to Duckburg, he not only retains Fenton as his accountant, but also as his security guard in the guise of Gozmoduck.

**DT-76 THE LAND OF TRALA LA**

Scrooge reaches the breaking point when dealing with gladhandlers, and curses his money. He never wants to see money again. His doctor recommends a vacation to Trala La, a land where there is no such thing as money. Fenton, certain that his days as an accountant are numbered in a land without money, accidentally creates a monetary system consisting of bottle caps. Scrooge, because he has a crate full of bottled nerve medicine, has more bottle caps than anyone else - and is the wealthiest person in Trala La! Scrooge's money problems start all over again, but are solved in the end by Gizmoduck.

**DT-77 MY MOTHER THE PSYCHIC**

Mrs. Crackshell receives a jolt of electricity from her TV set, and she now can predict the futures. Scrooge realizes what a rich future this can be and moves her into his mansion to predict stock market trends for him. Flintheart Glomgold, wanting a piece of the trendy pie, kidnaps Mrs. Crackshell and forces her to predict stocks for him. Scrooge and Fenton, concerned about the safety of Mrs. Crackshell, collaborate on a plan to free Ma - which naturally involves Gizmoduck.

**DT-78 ALLOWANCE DAY**

The nephews want a new bike that is on sale, but since they don't get their allowance till Saturday, they decide to move time ahead. They change all the calendars, clocks, newspapers, and even put on a video-tape of Saturday morning cartoons to convince Uncle Scrooge that Friday is really Saturday. This causes a lot of problems for Scrooge's scheduled business deal in Banana Republic, and General Chiquita wants things rectified and proof that Saturday is really Friday or Scrooge and Fenton will face the cannon squad.

**DT-79 BUBBEO AND JULIET**

Bubba falls in love with Julie, the new girl next door. It takes her awhile to understand his not too subtle approach. After getting used to his primitive ways, they form a mutual admiration for each other. Julie's parents, Tiny and Cookie Blurf, the lottery winners, become involved in a costly feud with Scrooge, which causes Tiny to lose his newly acquired home and fortune. Bubba and Julie have to part, but we have a happy ending as Julie assures Bubba they will still see each other in school!

**DT-80 THE GOOD MUDDAHS**

Scrooge's Sowbuggian Crown Jewel exhibition at the Duckburg Museum becomes a target for a jewel heist for the Beagle Boys' cousins, Baby Doll, Bouffant, and Boom Boom. When the heist goes awry, they take Webbigail for ransom. Scrooge offers to pay, but the Babes decide they

(more...)

like being good muddahs and don't want to give up Webby. Webby also becomes fond of the Babes and doesn't want to hurt them, so she makes up a plan to act like a tough kid and convince the Babes that she would be better off with Scrooge.

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**DT-81 YUPPY DUCKS**

Scrooge takes a dip into his money bin and comes down with a bad case of loot lice. Now that Scrooge is quarantined this opens the door for Ma Beagle to steal Scrooge's money bin. The nephews, wanting to fill in for Uncle Scrooge in his asense, become entrepreneurs and manage to empty the money bin with their unsuccessful business deals. All is saved when the nephews learn about child labor laws and the deals they made were not legit. Just in time the money bin is refilled, with Scrooge not being any the wiser to their unseccessful attempt to become Yuppy Ducks.

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**DT-82 BLUE COLLAR SCROOGE**

Scrooge is contemplating selling his Skateboard Factory which would leave Egert Beaver and Co. jobless. Scrooge on his way to the factory inadvertently gets hit on the head by a skateboard and has amnesia. He wonders around town trying to find out who he is and is taken in by Mrs. Crackshell. She has Fenton (who is filling in for Scrooge while he is missing) hire Scrooge at the Skateboard Factory. Scrooge becomes a spokesperson for the workers and organizes a strike. During this rally he slips on a skateboard and regains his memory. Realizing now how important the jobs are he keeps the factory and throws in a raise to boot!

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**DT-83 METAL ATTRACTION**

Gyro needs a challenge and Mrs. Beakley needs help with the housework, so Gyro invents Robotica, a lean, mean, cleaning machine. Unfortunately, Robotica falls head over bolts in love with Gizmoduck, making his life crazy. When she comes to suspect that Gizmoduck is really in love with Grandra Dee, she flips her circuits and kidnaps the poor girl. It's up to Gizmoduck to save Gandra and put an end to Robotica's insane jealousy.

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**DT-84 BUBBA'S BIG BRAINSTORM**

Bubba's grades are deplorable and what can Gyro do to solve the dilemma? A Thinking Cap of course! Unfortunately, not only does Bubba's brain expand, but so does his ego. Scrooge decides to take him and the nephews to search for the lost treasure of the Ancient Thinkas. They encounter a group of hostile natives and a Webfooted Monster, but Bubba has forgot his instinct for survival. Scrooge convinces Bubba to get rid of the Thinking Cap and return to the real Bubba.

**DT-85 DOUGH RAY ME**

The nephews need more allowance money and asks Uncle Scrooge for an increase, but he tells them to get a job. The young entrepreneur's start a service called "The Dirtbusters". While employed by Gyro they stumble across The Multiphonic Duplicator and decide to borrow it. Fenton, needing a new money making idea, borrows the duplicator and duplicates money. He realizes that every time a bell rings, the machine will duplicate again. Gyro tells Fenton that the money will soon explode. As usual Gyro miscalculates, but fortunately instead of exploding, all the money implodes - brining Duckburg back to its natural state. Another lesson learned for the nephews and Fenton, there's no such thing as easy money.

**DT-86 BEAGLEMANIA**

Ma Beagle and the Beagle Boys win a million dollars in a radio contest with their bona-fide hit, "Boogie Beagle Blues". But poor Scrooge happens to be the owner of their record label, Ducka Records and a binding recording contract with the Beagle Boys. Ma being their manager becomes so difficult that her own boys fire her. She tries to get them ack on the road to ruin bysetting them up for an attempted bank heist. But good old Scrooge bails his clients out! The Beagle Boys become so demanding that Scrooge and Ma Beagle have finally had enough and successfully scheme together to put the Beagle Boys back behind Ma's apron strings.

**DT-87 THE BIG FLUB**

Fenton goes right to the top by becoming Vice President of New Products. He has created a public demand before there was even a product! Scrooge sees potential of making a fast profit and has Gyro invent a product called PEP a helium-based chewing gum. It hasn't been tested for side effects, but Fenton wanting to become rich overnight uses the product immediately assuring Gyyro that nothing could possibly go wrong. When ego elated Fenton finds that the side effects from PEP make you float he goes into panic and Scrooge advises him to fix the mess or else. The situation literally elevates and people are floating all over Duckburg, but Gizmoduck comes to the rescue and we leave Fenton writing refund checks to all his PEP customers and losing out on a date with Gandra Dee.

**DT-88 A CASE OF MISTAKEN SECRET IDENTITY**

Fenton becomes jealous when the nephews conclude that Launchpad must be Gizmoduck. Every time Fenton tries to disprove their theroy, his efforts backfire, causing more people to think that Launchpad is Gizmo. At First Launchpad enjoys the limelight, but when the public adoration becomes too much, he enlists Fenton's to end the Gizmoduck rumor once and for all.

**DT-89 HERE COMES THE BRIDE**

Through a series of clever deceptions, Ma Beagle convinces the court that she is Scrooge's wife, and moves into the mansion, where she and her boys make lke miserable for Scrooge's household. Since a divorce would mean giving up half his fortune, Scrooge must come up with a plan to expose Ma's charade once and for all.

**DT-90 THE UNBREAKABLE BIN**

When Gyro invents an unbreakable glass, Scrooge has his money bin sheated in the stuff. Confident that his bin is completely impervious, Scrooge fires Gizmoduck, whom he no longer needs, and heads off on a long-overdue vacation. However, during his travels, Scrooge comes across a jungle bird with a cry so piercing it can even shatter the unbreakable glass. When Magica prepares to use these birds to get into the bin, Scrooge has to re-hire Gizmoduck to stop her.

**DT-91 ATTACH OF THE FIFTY-FOOT WEBBY**

Webby, who has been feeling neglected and overlooked, accidentally turns into a fifty-foot giant after falling into a magical spring. Suddenly she's the center of everyone's attention, much to her dismay. While Scrooge tries to find a way to change her back, a corrupt circus owner is determined to kidnap her for his sideshow.

**DT-92 DUCKY MOUNTAIN HIGH**

When Scrooge and Glomgold discovers that there is gold on Glittering Goldie's property, they vie for her affections in order to purchase her land. Glomgold even goes so far as to hire the Canadian Beagle Boys, Backwoods and Bacon, to get rid of Scrooge.

**DT-93 THE MASKED MALLARD**

In an effort to change his poor public image, Scrooge becomes the Masked Mallard, a costumed do-gooder who goes about the city fighting crime. All goes well for Scrooge, until a second Masked Mallard appears on the scene, becoming a one-man crime wave. In order to clear his name, Scrooge must track down the imposter and bring him to injustice.

**DT-94 THE DUCK WHO KNEW TOO MUCH**

In order to get time off to go on a ski trip to Swizzleland, Fenton pretends to be bedridden at home with beak pox. As fate would have it, however, Scrooge arrives in Swizzleland on business at the same time and ends up checking into Fenton's hotel. If that weren't bad enough, matters become even more complicated for Fenton when he uncovers a plot by enemy agents to steal Scrooge's gold shipment.

**DT-95 SCROOGE'S LAST ADVENTURE**

When Dr. Glockenspel, a clock maker, informs Scrooge that his "ticker" is beyond repair, Scrooge mistakenly believes that the "doctor" is referring to his heart. Deciding to put his affairs in order, Scrooge has Fenton place his money in a computer. Somehow, the money physically gets lost in the computer, and Scrooge who learns that he really isn't going to die, faces a do-or-die battle when he enters the computer in electronic form to get his money back.

# Broadcast Schedule
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 09/01/97 | DT-1 | Back To The Klondike | |
| 09/02/97 | DT-2 | Earth Quack | |
| 09/03/97 | DT-3 | Sweet Duck Of Youth | |
| 09/04/97 | DT-4 | Micro-ducks From Outer Space | |
| 09/05/97 | DT-5 | Scrooge's Pet | |
| 09/08/97 | DT-6 | Dinosaur Ducks | |
| 09/09/97 | DT-7 | The Money Vanishes | |
| 09/10/97 | DT-8 | Lost Crown Of Genghis Khan | |
| 09/11/97 | DT-9 | The Pearl Of Wisdom | |
| 09/12/97 | DT-10 | Masters Of Djinni | |
| 09/15/97 | DT-11 | The Mirror Quacked/ Take Me Out Of The Ballgame | |
| 09/16/97 | DT-12 | Maid Of The Myth | |
| 09/17/97 | DT-13 | Hero For Hire | |
| 09/18/97 | DT-14 | Armstrong | |
| 09/19/97 | DT-15 | Sir Gyro De Gearloose | |
| 09/22/97 | DT-16 | Merit Time Adventure | |
| 09/23/97 | DT-17 | Bermuda Triangle Tangle | |
| 09/24/97 | DT-18 | Horse Scents | |
| 09/25/97 | DT-19 | Curse Of Castle Mcduck | |
| 09/26/97 | DT-20 | Send In The Clones | |
| 09/29/97 | DT-21 | Superdoo | |
| 09/30/97 | DT-22 | Hotel Strangeduck | |
| 10/01/97 | DT-23 | Launchpad's Civil War | |
| 10/02/97 | DT-27 | Duckman Of Aquatraz | |
| 10/03/97 | DT-28 | Home Sweet Homer | |

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# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 10/06/97 | DT-24* | DON'T GIVE UP THE SHIP | *5 PART SERIES |
| 10/07/97 | DT-25* | WRONGWAY TO RONGUAY | *5 PART SERIES |
| 10/08/97 | DT-26* | THREE DUCKS OF THE CONDOR | *5 PART SERIES |
| 10/09/97 | DT-29* | COLD DUCK | *5 PART SERIES |
| 10/10/97 | DT-30* | TOO MUCH OF A GOLD THING | *5 PART SERIES |
| 10/13/97 | DT-31 | MUCH ADO ABOUT SCROOGE | |
| 10/14/97 | DT-32 | TOP DUCK | |
| 10/15/97 | DT-33 | WHERE NO DUCK HAS GONE | |
| 10/16/97 | DT-34 | ROBOT ROBBERS | |
| 10/17/97 | DT-35 | MAGICA'S SHADOW WAR | |
| 10/20/97 | DT-36* | A DRAIN ON THE ECONOMY | *4 PART SERIES |
| 10/21/97 | DT-38* | A WHALE OF A BAD TIME | *4 PART SERIES |
| 10/22/97 | DT-40* | AQUADUCKS | *4 PART SERIES |
| 10/23/97 | DT-43* | WORKING FOR SCALES | *4 PART SERIES |
| 10/24/97 | DT-37 | DUCKS OF THE WEST | |
| 10/27/97 | DT-39 | SPHINX FOR THE MEMORIES | |
| 10/28/97 | DT-41 | TIME TEASERS | |
| 10/29/97 | DT-42 | BACK OUT IN THE OUTBACK | |
| 10/30/97 | DT-44 | RAIDERS OF THE LOST HARP | |
| 10/31/97 | DT-45 | LUCK 'O THE DUCKS | |
| 11/03/97 | DT-46 | THE GOLDEN FLEECING | |
| 11/04/97 | DT-47 | DOWN AND OUT IN DUCKBURG | |
| 11/05/97 | DT-48 | THE RIGHT DUCK | |
| 11/06/97 | DT-49 | SCROOGERELLO | |
| 11/07/97 | DT-50 | DOUBLE-O-DUCK | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 11/10/97 | DT-51 | JUNGLE DUCK | |
| 11/11/97 | DT-52 | DUCK TO THE FUTURE | |
| 11/12/97 | DT-53 | DUCKWORTH'S REVOLT | |
| 11/13/97 | DT-54 | SPIES IN THEIR EYES | |
| 11/14/97 | DT-55 | LAUNCHPAD'S FIRST CRASH | |
| 11/17/97 | DT-56 | UNCRASHABLE HINDENTANIC | |
| 11/18/97 | DT-57 | DIME ENOUGH FOR LUCK | |
| 11/19/97 | DT-58 | DUCK IN THE IRON MASK | |
| 11/20/97 | DT-59 | STATUS SEEKERS | |
| 11/21/97 | DT-60 | NOTHING TO FEAR | |
| 11/24/97 | DT-61 | DR. JEKYLL AND MR. MCDUCK | |
| 11/25/97 | DT-62 | ONCE UPON A DIME | |
| 11/26/97 | DT-63 | ALL DUCKS ON DECK | |
| 11/27/97 | DT-64 | DUCKY HORROR PICTURE SHOW | |
| 11/28/97 | DT-65 | TILL NEPHEWS DO US PART | |
| 12/01/97 | DT-66* | MARKING TIME | *5 PART SERIES |
| 12/02/97 | DT-67* | THE DUCK WHO WOULD BE KING | *5 PART SERIES |
| 12/03/97 | DT-68* | BUBBA TRUBBA | *5 PART SERIES |
| 12/04/97 | DT-69* | DUCKS ON THE LAM | *5 PART SERIES |
| 12/05/97 | DT-70* | ALI BUBBA'S CAVE | *5 PART SERIES |
| 12/08/97 | DT-76 | THE LAND OF TRALA LA | |
| 12/09/97 | DT-77 | MY MOTHER THE PSYCHIC | |
| 12/10/97 | DT-78 | ALLOWANCE DAY | |
| 12/11/97 | DT-79 | BUBBEO & JULIET | |
| 12/12/97 | DT-80 | THE GOOD MUDDAH'S | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 12/15/97 | DT-71* | LIQUID ASSETS | *5 PART SERIES |
| 12/16/97 | DT-72* | FROZEN ASSETS | *5 PART SERIES |
| 12/17/97 | DT-73* | FULL METAL DUCK | *5 PART SERIES |
| 12/18/97 | DT-74* | BILLIONAIRE BEAGLE BOYS CLUB | *5 PART SERIES |
| 12/19/97 | DT-75* | MONEY TO BURN | *5 PART SERIES |
| 12/22/97 | DT-81 | YUPPY DUCKS | |
| 12/23/97 | DT-82 | BLUE COLLAR SCROOGE | |
| 12/24/97 | DT-83 | METAL ATTRACTION | |
| 12/25/97 | DT-84 | BUBBA'S BIG BRAINSTORM | |
| 12/26/97 | DT-85 | DOUGH RAY ME | |
| 12/29/97 | DT-86 | BEAGLEMANIA | |
| 12/30/97 | DT-87 | THE BIG FLUB | |
| 12/31/97 | DT-88 | A CASE OF MISTAKEN SECRET IDENTITY | |
| 01/01/98 | DT-89 | THE BRIDE WORE STRIPES | |
| 01/02/98 | DT-90 | THE UNBREAKABLE BIN | |
| 01/05/98 | DT-91 | ATTACK OF THE FIFTY-FOOT WEBBY | |
| 01/06/98 | DT-92 | DUCKY MOUNTAIN HIGH | |
| 01/07/98 | DT-93 | THE MASKED MALLARD | |
| 01/08/98 | DT-94 | THE DUCK WHO KNEW TOO MUCH | |
| 01/09/98 | DT-95 | SCROOGE'S LAST ADVENTURE | |
| 01/12/98 | DT-96 | DUCKTALES VALENTINE | |
| 01/13/98 | DT-97 | ATTACK OF THE METAL MITES | |
| 01/14/98 | DT-98 | NEW GIZMO KIDS ON THE BLOCK | |
| 01/15/98 | DT-99* | THE GOLDEN GOOSE - PART 1 | *2 PART SERIES |
| 01/16/98 | DT-100* | THE GOLDEN GOOSE - PART 2 | *2 PART SERIES |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 01/19/98 | DT-1 | BACK TO THE KLONDIKE | |
| 01/20/98 | DT-2 | EARTH QUACK | |
| 01/21/98 | DT-3 | SWEET DUCK OF YOUTH | |
| 01/22/98 | DT-4 | MICRO-DUCKS FROM OUTER SPACE | |
| 01/23/98 | DT-5 | SCROOGE'S PET | |
| 01/26/98 | DT-6 | DINOSAUR DUCKS | |
| 01/27/98 | DT-7 | THE MONEY VANISHES | |
| 01/28/98 | DT-8 | LOST CROWN OF GENGHIS KHAN | |
| 01/29/98 | DT-9 | THE PEARL OF WISDOM | |
| 01/30/98 | DT-10 | MASTERS OF DJINNI | |
| 02/02/98 | DT-11 | THE MIRROR QUACKED/ TAKE ME OUT OF THE BALLGAME | |
| 02/03/98 | DT-12 | MAID OF THE MYTH | |
| 02/04/98 | DT-13 | HERO FOR HIRE | |
| 02/05/98 | DT-14 | ARMSTRONG | |
| 02/06/98 | DT-15 | SIR GYRO DE GEARLOOSE | |
| 02/09/98 | DT-16 | MERIT TIME ADVENTURE | |
| 02/10/98 | DT-17 | BERMUDA TRIANGLE TANGLE | |
| 02/11/98 | DT-18 | HORSE SCENTS | |
| 02/12/98 | DT-19 | CURSE OF CASTLE MCDUCK | |
| 02/13/98 | DT-20 | SEND IN THE CLONES | |
| 02/16/98 | DT-21 | SUPERDOO | |
| 02/17/98 | DT-22 | HOTEL STRANGEDUCK | |
| 02/18/98 | DT-23 | LAUNCHPAD'S CIVIL WAR | |
| 02/19/98 | DT-27 | DUCKMAN OF AQUATRAZ | |
| 02/20/98 | DT-28 | HOME SWEET HOMER | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 02/23/98 | DT-24* | DON'T GIVE UP THE SHIP | *5 PART SERIES |
| 02/24/98 | DT-25* | WRONGWAY TO RONGUAY | *5 PART SERIES |
| 02/25/98 | DT-26* | THREE DUCKS OF THE CONDOR | *5 PART SERIES |
| 02/26/98 | DT-29* | COLD DUCK | *5 PART SERIES |
| 02/27/98 | DT-30* | TOO MUCH OF A GOLD THING | *5 PART SERIES |
| 03/02/98 | DT-31 | MUCH ADO ABOUT SCROOGE | |
| 03/03/98 | DT-32 | TOP DUCK | |
| 03/04/98 | DT-33 | WHERE NO DUCK HAS GONE | |
| 03/05/98 | DT-34 | ROBOT ROBBERS | |
| 03/06/98 | DT-35 | MAGICA'S SHADOW WAR | |
| 03/09/98 | DT-36* | A DRAIN ON THE ECONOMY | *4 PART SERIES |
| 03/10/98 | DT-38* | A WHALE OF A BAD TIME | *4 PART SERIES |
| 03/11/98 | DT-40* | AQUADUCKS | *4 PART SERIES |
| 03/12/98 | DT-43* | WORKING FOR SCALES | *4 PART SERIES |
| 03/13/98 | DT-37 | DUCKS OF THE WEST | |
| 03/16/98 | DT-39 | SPHINX FOR THE MEMORIES | |
| 03/17/98 | DT-41 | TIME TEASERS | |
| 03/18/98 | DT-42 | BACK OUT IN THE OUTBACK | |
| 03/19/98 | DT-44 | RAIDERS OF THE LOST HARP | |
| 03/20/98 | DT-45 | LUCK 'O THE DUCKS | |
| 03/23/98 | DT-46 | THE GOLDEN FLEECING | |
| 03/24/98 | DT-47 | DOWN AND OUT IN DUCKBURG | |
| 03/25/98 | DT-48 | THE RIGHT DUCK | |
| 03/26/98 | DT-49 | SCROOGERELLO | |
| 03/27/98 | DT-50 | DOUBLE-O-DUCK | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 03/30/98 | DT-51 | JUNGLE DUCK | |
| 03/31/98 | DT-52 | DUCK TO THE FUTURE | |
| 04/01/98 | DT-53 | DUCKWORTH'S REVOLT | |
| 04/02/98 | DT-54 | SPIES IN THEIR EYES | |
| 04/03/98 | DT-55 | LAUNCHPAD'S FIRST CRASH | |
| 04/06/98 | DT-56 | UNCRASHABLE HINDENTANIC | |
| 04/07/98 | DT-57 | DIME ENOUGH FOR LUCK | |
| 04/08/98 | DT-58 | DUCK IN THE IRON MASK | |
| 04/09/98 | DT-59 | STATUS SEEKERS | |
| 04/10/98 | DT-60 | NOTHING TO FEAR | |
| 04/13/98 | DT-61 | DR. JEKYLL AND MR. MCDUCK | |
| 04/14/98 | DT-62 | ONCE UPON A DIME | |
| 04/15/98 | DT-63 | ALL DUCKS ON DECK | |
| 04/16/98 | DT-64 | DUCKY HORROR PICTURE SHOW | |
| 04/17/98 | DT-65 | TILL NEPHEWS DO US PART | |
| 04/20/98 | DT-66* | MARKING TIME | *5 PART SERIES |
| 04/21/98 | DT-67* | THE DUCK WHO WOULD BE KING | *5 PART SERIES |
| 04/22/98 | DT-68* | BUBBA TRUBBA | *5 PART SERIES |
| 04/23/98 | DT-69* | DUCKS ON THE LAM | *5 PART SERIES |
| 04/24/98 | DT-70* | ALI BUBBA'S CAVE | *5 PART SERIES |
| 04/27/98 | DT-76 | THE LAND OF TRALA LA | |
| 04/28/98 | DT-77 | MY MOTHER THE PSYCHIC | |
| 04/29/98 | DT-78 | ALLOWANCE DAY | |
| 04/30/98 | DT-79 | BUBBEO & JULIET | |
| 05/01/98 | DT-80 | THE GOOD MUDDAH'S | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 05/04/98 | DT-71* | LIQUID ASSETS | *5 PART SERIES |
| 05/05/98 | DT-72* | FROZEN ASSETS | *5 PART SERIES |
| 05/06/98 | DT-73* | FULL METAL DUCK | *5 PART SERIES |
| 05/07/98 | DT-74* | BILLIONAIRE BEAGLE BOYS CLUB | *5 PART SERIES |
| 05/08/98 | DT-75* | MONEY TO BURN | *5 PART SERIES |
| 05/11/98 | DT-81 | YUPPY DUCKS | |
| 05/12/98 | DT-82 | BLUE COLLAR SCROOGE | |
| 05/13/98 | DT-83 | METAL ATTRACTION | |
| 05/14/98 | DT-84 | BUBBA'S BIG BRAINSTORM | |
| 05/15/98 | DT-85 | DOUGH RAY ME | |
| 05/18/98 | DT-86 | BEAGLEMANIA | |
| 05/19/98 | DT-87 | THE BIG FLUB | |
| 05/20/98 | DT-88 | A CASE OF MISTAKEN SECRET IDENTITY | |
| 05/21/98 | DT-89 | THE BRIDE WORE STRIPES | |
| 05/22/98 | DT-90 | THE UNBREAKABLE BIN | |
| 05/25/98 | DT-91 | ATTACK OF THE FIFTY-FOOT WEBBY | |
| 05/26/98 | DT-92 | DUCKY MOUNTAIN HIGH | |
| 05/27/98 | DT-93 | THE MASKED MALLARD | |
| 05/28/98 | DT-94 | THE DUCK WHO KNEW TOO MUCH | |
| 05/29/98 | DT-95 | SCROOGE'S LAST ADVENTURE | |
| 06/01/98 | DT-96 | DUCKTALES VALENTINE | |
| 06/02/98 | DT-97 | ATTACK OF THE METAL MITES | |
| 06/03/98 | DT-98 | NEW GIZMO KIDS ON THE BLOCK | |
| 06/04/98 | DT-99* | THE GOLDEN GOOSE - PART 1 | *2 PART SERIES |
| 06/05/98 | DT-100* | THE GOLDEN GOOSE - PART 2 | *2 PART SERIES |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 06/08/98 | DT-1 | BACK TO THE KLONDIKE | |
| 06/09/98 | DT-2 | EARTH QUACK | |
| 06/10/98 | DT-3 | SWEET DUCK OF YOUTH | |
| 06/11/98 | DT-4 | MICRO-DUCKS FROM OUTER SPACE | |
| 06/12/98 | DT-5 | SCROOGE'S PET | |
| 06/15/98 | DT-6 | DINOSAUR DUCKS | |
| 06/16/98 | DT-7 | THE MONEY VANISHES | |
| 06/17/98 | DT-8 | LOST CROWN OF GENGHIS KHAN | |
| 06/18/98 | DT-9 | THE PEARL OF WISDOM | |
| 06/19/98 | DT-10 | MASTERS OF DJINNI | |
| 06/22/98 | DT-11 | THE MIRROR QUACKED/ TAKE ME OUT OF THE BALLGAME | |
| 06/23/98 | DT-12 | MAID OF THE MYTH | |
| 06/24/98 | DT-13 | HERO FOR HIRE | |
| 06/25/98 | DT-14 | ARMSTRONG | |
| 06/26/98 | DT-15 | SIR GYRO DE GEARLOOSE | |
| 06/29/98 | DT-16 | MERIT TIME ADVENTURE | |
| 06/30/98 | DT-17 | BERMUDA TRIANGLE TANGLE | |
| 07/01/98 | DT-18 | HORSE SCENTS | |
| 07/02/98 | DT-19 | CURSE OF CASTLE MCDUCK | |
| 07/03/98 | DT-20 | SEND IN THE CLONES | |
| 07/06/98 | DT-21 | SUPERDOO | |
| 07/07/98 | DT-22 | HOTEL STRANGEDUCK | |
| 07/08/98 | DT-23 | LAUNCHPAD'S CIVIL WAR | |
| 07/09/98 | DT-27 | DUCKMAN OF AQUATRAZ | |
| 07/10/98 | DT-28 | HOME SWEET HOMER | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 07/13/98 | DT-24* | DON'T GIVE UP THE SHIP | *5 PART SERIES |
| 07/14/98 | DT-25* | WRONGWAY TO RONGUAY | *5 PART SERIES |
| 07/15/98 | DT-26* | THREE DUCKS OF THE CONDOR | *5 PART SERIES |
| 07/16/98 | DT-29* | COLD DUCK | *5 PART SERIES |
| 07/17/98 | DT-30* | TOO MUCH OF A GOLD THING | *5 PART SERIES |
| 07/20/98 | DT-31 | MUCH ADO ABOUT SCROOGE | |
| 07/21/98 | DT-32 | TOP DUCK | |
| 07/22/98 | DT-33 | WHERE NO DUCK HAS GONE | |
| 07/23/98 | DT-34 | ROBOT ROBBERS | |
| 07/24/98 | DT-35 | MAGICA'S SHADOW WAR | |
| 07/27/98 | DT-36* | A DRAIN ON THE ECONOMY | *4 PART SERIES |
| 07/28/98 | DT-38* | A WHALE OF A BAD TIME | *4 PART SERIES |
| 07/29/98 | DT-40* | AQUADUCKS | *4 PART SERIES |
| 07/30/98 | DT-43* | WORKING FOR SCALES | *4 PART SERIES |
| 07/31/98 | DT-37 | DUCKS OF THE WEST | |
| 08/03/98 | DT-39 | SPHINX FOR THE MEMORIES | |
| 08/04/98 | DT-41 | TIME TEASERS | |
| 08/05/98 | DT-42 | BACK OUT IN THE OUTBACK | |
| 08/06/98 | DT-44 | RAIDERS OF THE LOST HARP | |
| 08/07/98 | DT-45 | LUCK 'O THE DUCKS | |
| 08/10/98 | DT-46 | THE GOLDEN FLEECING | |
| 08/11/98 | DT-47 | DOWN AND OUT IN DUCKBURG | |
| 08/12/98 | DT-48 | THE RIGHT DUCK | |
| 08/13/98 | DT-49 | SCROOGERELLO | |
| 08/14/98 | DT-50 | DOUBLE-O-DUCK | |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 08/17/98 | DT-51 | JUNGLE DUCK | |
| 08/18/98 | DT-52 | DUCK TO THE FUTURE | |
| 08/19/98 | DT-53 | DUCKWORTH'S REVOLT | |
| 08/20/98 | DT-54 | SPIES IN THEIR EYES | |
| 08/21/98 | DT-55 | LAUNCHPAD'S FIRST CRASH | |
| 08/24/98 | DT-56 | UNCRASHABLE HINDENTANIC | |
| 08/25/98 | DT-57 | DIME ENOUGH FOR LUCK | |
| 08/26/98 | DT-58 | DUCK IN THE IRON MASK | |
| 08/27/98 | DT-59 | STATUS SEEKERS | |
| 08/28/98 | DT-60 | NOTHING TO FEAR | |

## EPISODE SYNOPSES

**QP-1 HERO TODAY, DON TOMORROW**

Jealous of the muscular TV star his nephews idolize, Donald tries to convince everyone that he and the star are best friends.

**QP-2 ALL HANDS ON DUCK**

Due to a computer error, Donald owes the Navy 24 hours of service under the command of his old nemesis, Captain Dreadnought. To make matters worse, he's told Daisy he was the Navy's top hot shot pilot, and she shows up to film Donald -- who's never flown a plane -- in action. There's gags-a-plenty as Donald tries to keep the Captain from throwing him in the brig, and Daisy from finding out the truth.

**QP-3 NOSY NEIGHBORS**

When Don is recruited for the neighborhood watch, he blossoms into a law-enforcement terror whose underdeveloped skills are put to the test by a pair of low-life burglars.

**QP-4 GATOR-AID**

When the "What In the World" team goes to the Bayou to do a "puff piece" on an Alligator Ranch, Daisy becomes obsessed with finding the real story hidden beneath the surface... and gets more than she bargained for.

**QP-5 I.O.U. A.U.F.O.**

A rash of UFO sightings near a tiny desert town has Dewey excited about the prospect of making "contact." Donald, Daisy, Huey and Louie, are complete nonbelievers until a UFO actually appears and turns the skeptics into fanatics. Ironically, Dewey is the one who proves that the UFO sightings are a hoax perpetrated by a lonely old geezer who's hoping the publicity will put his town on the map.

**QP-6 SNOW PLACE TO HIDE**

When Daisy goes to a conference with Kent at a ski resort, jealous Donald follows to spy on her.

**QP-7 TRANSMISSION IMPOSSIBLE**

When the boys accidentally stumble onto a high-tech art theft, nobody believes them, and every step they take to prove their innocence only implicates them more!

**QP-8 DUCKLARATION OF INDEPENDENCE**

Feeling the need to assert his independence, Dewey strikes out on his own while Daisy pursues a story about a legendary mountain paradise.

(more...)



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**QP-9 SHRUNKEN HEROES**

On a shoot in the Brazilian rain forest, Louie is determined to help save the rainbow-billed platypus from poachers. He stumbles upon his animal activist hero, and discovers the man has taken the law into his own hands, shrinking poachers with a special plant potion. After nephews and scientists are accidentally shrunk to ant size, it falls to Louie to redeem his hero.

**QP-10 STUNT DOUBLE OR NOTHING**

Jealous of the public acclaim that Daisy's action-reporting has prompted, Kent tries to prove his star status by shooting a faked action video.

**QP-11 PRIDE GOETH BEFORE THE FALL GUY**

In order to steal the legendary Jeweled Key of Charmagne, Nigel Nightshade, the self-proclaimed "Greatest Thief in the World," cons his way onto the "What in the World" team as Donald's assistant. When Nigel persuades Kent to fire Donald, the nephews have to stage a fake nightmare to spur their uncle into action, and trick Nigel into the slammer.

**QP-12 DUCKY DEAREST**

Thanks to a phony infomercial from conman Carmine Laruse, Don becomes paranoid that the nephews are heading into a life of crime.

**QP-13 READY, AIM...DUCK!**

Caught in a lie about a burglar breaking into his house, Donald finds himself trapped in an ever-deepening lie when the cops arrest a crook who matches Don's bogus description.

**QP-14 THE REALLY MIGHTY DUCKS**

With the help of Ludwig Von Drake's wacky inventions, the nephews become a team of super-powered heroes in order to avoid their worst nightmare -- cleaning their room. In turn, Donald becomes a super-powered villain, bent on getting the trio to uphold their chores, even if he must destroy the world to do it.

**QP-15 LEADER OF THE QUACK**

The "What In the World" team go to Quaintinia, a land still stuck in medieval times, which Donald visited years ago. They are stunned to discover that, during a previous visit, Donald unwittingly saved Quaintinia from a Dragon, and has been King in absentia ever since. Prince Gaylord covets the throne, and enlists a fire-breathing, shop-aholic dragon to seize it!

**QP-16 KOI STORY**

While investigating the mysterious disappearance of a castle, the gang encounters a dried-up river, an eccentric man and a really big goldfish.

**QP-17 FEATS OF CLAY**

In order to impress a girl archaeologist in the Far East, Huey decides to solve a mysterious crime -- statues that come to life and steal artifacts!

**QP-18 RECIPE FOR ADVENTURE**

An unsuspecting Gwumpki is captured by the international criminal, Moltoc. The nephews pursue their favorite cook and his abductor to Gwumpki's homeland, where it turns out that Gwumpki's secret hamburger sauce is the key to obtaining an immensely powerful ancient relic.

**QP-19 TASTY PASTE**

The Nephews become buzillionaires selling "Tasty Paste," a gooey fast-food product. But they loose sight of everything that's important to them, including their relationship with Donald, and have to seek their uncle's help when a giant, living blob of Tasty Paste threatens to destroy Duckburg.

**QP-20 THE LATE DONALD DUCK**

Donald is late for work, and makes up an outrageous story -- involving aliens, time travel, and dinosaurs -- so that Kent won't fire him.

**QP-21 PHONIEST HOME VIDEOS**

Donald's videotaped foul-ups make him a big star on "Wackiest Home Videos." He gets a swelled head and ignores Huey, Dewey and Louie. But when the show's producer pushes Don into life-threatening stunts, it's up to the boys to save him.

**QP-22 ISLAND OF THE NOT SO NICE**

Duckburg is threatened when Knuckles the iguana is turned into a rampaging dinosaur by a mad scientist intent on returning all of earth to its prehistoric state. If only the nephews had kept an eye on Knuckles as they promised...

**QP-23 THE BOY WHO CRIED GHOST**

When Donald and the nephews spend the night in an old mansion, they think the ghostly "goings on" are just more of Dewey's annual Halloween pranks...but Dewey knows the ghosts are real.

**QP-24 DUCKS BY NATURE**

Roughing it in the woods, the nephews all fall for the same girl, but have to put aside their competition to rescue their Uncle Donald.

**QP-25 CAPTAIN DONALD**

A vacation aboard Kent's yacht turns into a hunt for pirate treasure when Don and the boys encounter a modern-day pirate.

**QP-26 CAT AND LOUSE**

In an attempt to hide his fear of black cats from his brothers, Huey discovers the cause of his fear -- and solves the mystery of a string of jewel robberies.

**QP-27 HIT THE ROAD, BACKWATER JACK**

The boys run into a legendary adventurer on a volcanic island, and join him on his search for a valuable pearl. Naturally, Donald is jealous of the boys' hero, is driven to prove himself a rugged adventurer, with disastrous results.

**QP-28 CAN'T TAKE A YOLK**

The nephews think that parents have it easy until their roles are reversed and they have to raise a teenage Donald.

**QP-29 NONE LIKE IT HOT**

While Donald tries in vain to get a little peace and quiet as Daisy investigates an unusual series of thefts, the Nephews discover and are captured by a subterranean madman intent on harnessing the sun's energy to fry Duckburg.

**QP-30 PARDON MY MOLECULES**

In the desert to tour a Top Secret facility, Huey and Dewey develop a grudge over a go-kart race, while Daisy and Donald are taken captive at the facility by a bitter man who has mastered control over molecules and who has a long simmering grudge against Daisy.

**QP-31 TAKE MY DUCK, PLEASE**

Desperate for a vacation from each other, Don and the boys sign up for a Foreign Exchange Parent Program. But Don's new "dream kid" turns out to be a nightmare version of Pippi Longstocking, and the boys' "dream Dad" turns out to be an alien.

**QP-32 HUEY DUCK P.I.**

When Donald goes fishing in Hawaii with his private detective cousin, Huey convinces he nephews to masquerade as detectives - but they end up with a bigger case than even Huey anticipated.

**QP-33 RETURN OF THE T-SQUAD**

When the Zalthroobian Overlord, whose invasion of the earth was thwarted by Donald in "The Late Donald Duck," comes seeking vengeance, Huey, Dewey and Louie must again become the T-Squad to defeat him.

**QP-34 HEAVY DENTAL**

Huey gets "braces," which he discovers are actually a device that gives him mind-control powers. But the device belongs to an evil spy organization, and they want it back...along with Huey's head.

**QP-35 THE LONG ARM OF THE CLAW**

Donald's old nemesis, the Claw, is paroled and moves in next door. A flaw in the Claw's rehabilitation means he will go berserk if he sees gold. Unfortunately, Daisy has invited the Claw along on her latest reporting adventure - investigating an active gold mine.

**QP-36 THE GERMINATOR**

It's a "fantastic voyage" when a germ-obsessed doctor intent on infecting the world shrinks himself to germ size and enters Donald, the nephews also shrink down to pursue him. The battle rages through Donald's internal organs as the nephews try to save their uncle and the world.

**QP-37 UNUSUAL SUSPECTS**

Donald and Huey team up to investigate their new neighbors, who are acting very suspicious. It turns out the neighbors are robots, hiding out in suburbia from the evil man who created them. When Donald, who trusts the evil man, turns the robots in, he learns the truth and must redeem himself by saving the robots.

**QP-38 DUCK QUAKE**

The nephews figure they can use Ludwig's experimental Earthshaker device to fake an earthquake, ideally scaring Donald into becoming "Earthquake Prepared" so he'll buy emergency gear they can use to go camping. But Donald catches on to their scheme and turns the tables on them, using Ludwig's machine to trick them with another faux-quake. Al heck breaks loose when Gwumpki thinks the Earthshaker device is an alien robot terrorizing his favorite neighbors and takes it upon himslef to save the day.

**QP-39 NEED 4 SPEED**

When the nephews ask for a car, Donald flatly and stubbornly refuses. But then a hot-shot world-famous driver named Rocky Throttle starts flirting with Daisy. Jealous Donald vows to beat Throttle in the Duckburg 500, but to do that he'll need a high performance racer a.s.a.p. So he tricks his nephews into fixing up his old roadster, then pays them off for all their hard work with a worthless old junker. Annoyed, the boys wrangle some experimental rocket-fuel out of Prof. Ludwig, use it to super-power their junker, and enter the Duckburg 500 themselves. It's an all out road battle as Throttle cheatingly waylays racer after racer, and soon it's down to just Throttle, Donald, and the boys. Throttle has his macho image at stake, Donald's racing for the love of his life, and the nephews are out for revenge. Who will win, who will lose, and who will end up as nuthin' but a greasy smear on the tarmac?

###

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(818) 760-7131

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE |
|---|---|---|
| 09/03/97 | QP-14 | THE REALLY MIGHTY DUCKS |
| 09/04/97 | QP-22 | ISLAND OF THE NOT SO NICE |
| 09/05/97 | QP-15 | LEADER OF THE QUACK |
| 09/10/97 | QP-2 | ALL HANDS ON DUCK! |
| 09/11/97 | QP-11 | PRIDE GOETH BEFORE THE FALL GUY |
| 09/12/97 | QP-39 | NEED 4 SPEED |
| 09/17/97 | QP-36 | THE GERMINATOR |
| 09/18/97 | QP-20 | THE LATE DONALD DUCK |
| 09/19/97 | QP-19 | TASTY PASTE |
| 09/24/97 | QP-21 | PHONIEST HOME VIDEOS |
| 09/25/97 | QP-33 | RETURN OF THE T-SQUAD |
| 09/26/97 | QP-16 | KOI STORY |
| 10/01/97 | QP-13 | READY, AIM...DUCK! |
| 10/02/97 | QP-30 | PARDON MY MOLECULES |
| 10/03/97 | QP-37 | UNUSUAL SUSPECTS |
| 10/08/97 | QP-8 | DUCKLARATION OF INDEPENDENCE |
| 10/09/97 | QP-28 | CAN'T TAKE A YOLK |
| 10/10/97 | QP-34 | HEAVY DENTAL |
| 10/15/97 | QP-38 | DUCK QUAKE |
| 10/16/97 | QP-35 | THE LONG ARM OF THE CLAW |
| 10/17/97 | QP-9 | SHRUNKEN HEROES |
| 10/22/97 | QP-6 | SNOW PLACE TO HIDE |
| 10/23/97 | QP-32 | HUEY DUCK, P. I. |
| 10/24/97 | QP-31 | TAKE MY DUCK, PLEASE |
| 10/29/97 | QP-24 | DUCKS BY NATURE |
| 10/30/97 | QP-18 | RECIPE FOR ADVENTURE |
| 10/31/97 | QP-23 | THE BOY WHO CRIED GHOST |

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# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE |
|---|---|---|
| 11/05/97 | QP-5 | I.O.U. A U.F.O. |
| 11/06/97 | QP-4 | GATOR AID |
| 11/07/97 | QP-29 | NONE LIKE IT HOT |
| 11/12/97 | QP-12 | DUCKY DEAREST |
| 11/13/97 | QP-7 | TRANSMISSION: IMPOSSIBLE |
| 11/14/97 | QP-3 | NOSY NEIGHBORS |
| 11/19/97 | QP-27 | HIT THE ROAD, BACKWATER JACK |
| 11/20/97 | QP-26 | CAT AND LOUSE |
| 11/21/97 | QP-1 | HERO TODAY, DON TOMORROW |
| 11/26/97 | QP-25 | CAPTAIN DONALD |
| 11/27/97 | QP-10 | STUNT DOUBLE OR NOTHING |
| 11/28/97 | QP-17 | FEATS OF CLAY |
| 12/03/97 | QP-22 | ISLAND OF THE NOT SO NICE |
| 12/04/97 | QP-15 | LEADER OF THE QUACK |
| 12/05/97 | QP-14 | THE REALLY MIGHTY DUCKS |
| 12/10/97 | QP-11 | PRIDE GOETH BEFORE THE FALL GUY |
| 12/11/97 | QP-39 | NEED 4 SPEED |
| 12/12/97 | QP-2 | ALL HANDS ON DUCK! |
| 12/17/97 | QP-20 | THE LATE DONALD DUCK |
| 12/18/97 | QP-19 | TASTY PASTE |
| 12/19/97 | QP-36 | THE GERMINATOR |
| 12/24/97 | QP-33 | RETURN OF THE T-SQUAD |
| 12/25/97 | QP-16 | KOI STORY |
| 12/26/97 | QP-21 | PHONIEST HOME VIDEOS |
| 12/31/97 | QP-30 | PARDON MY MOLECULES |
| 01/01/98 | QP-37 | UNUSUAL SUSPECTS |
| 01/02/98 | QP-13 | READY, AIM...DUCK! |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE |
|---|---|---|
| 01/07/98 | QP-28 | CAN'T TAKE A YOLK |
| 01/08/98 | QP-34 | HEAVY DENTAL |
| 01/09/98 | QP-8 | DUCKLARATION OF INDEPENDENCE |
| 01/14/98 | QP-35 | THE LONG ARM OF THE CLAW |
| 01/15/98 | QP-9 | SHRUNKEN HEROES |
| 01/16/98 | QP-38 | DUCK QUAKE |
| 01/21/98 | QP-32 | HUEY DUCK, P. I. |
| 01/22/98 | QP-31 | TAKE MY DUCK, PLEASE |
| 01/23/98 | QP-6 | SNOW PLACE TO HIDE |
| 01/28/98 | QP-18 | RECIPE FOR ADVENTURE |
| 01/29/98 | QP-23 | THE BOY WHO CRIED GHOST |
| 01/30/98 | QP-24 | DUCKS BY NATURE |
| 02/04/98 | QP-4 | GATOR AID |
| 02/05/98 | QP-29 | NONE LIKE IT HOT |
| 02/06/98 | QP-5 | I.O.U. A U.F.O. |
| 02/11/98 | QP-7 | TRANSMISSION: IMPOSSIBLE |
| 02/12/98 | QP-3 | NOSY NEIGHBORS |
| 02/13/98 | QP-12 | DUCKY DEAREST |
| 02/18/98 | QP-26 | CAT AND LOUSE |
| 02/19/98 | QP-1 | HERO TODAY, DON TOMORROW |
| 02/20/98 | QP-27 | HIT THE ROAD, BACKWATER JACK |
| 02/25/98 | QP-10 | STUNT DOUBLE OR NOTHING |
| 02/26/98 | QP-17 | FEATS OF CLAY |
| 02/27/98 | QP-25 | CAPTAIN DONALD |
| 03/04/98 | QP-15 | LEADER OF THE QUACK |
| 03/05/98 | QP-14 | THE REALLY MIGHTY DUCKS |
| 03/06/98 | QP-22 | ISLAND OF THE NOT SO NICE |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE |
|---|---|---|
| 03/11/98 | QP-39 | NEED 4 SPEED |
| 03/12/98 | QP-2 | ALL HANDS ON DUCK! |
| 03/13/98 | QP-11 | PRIDE GOETH BEFORE THE FALL GUY |
| 03/18/98 | QP-19 | TASTY PASTE |
| 03/19/98 | QP-36 | THE GERMINATOR |
| 03/20/98 | QP-20 | THE LATE DONALD DUCK |
| 03/25/98 | QP-16 | KOI STORY |
| 03/26/98 | QP-21 | PHONIEST HOME VIDEOS |
| 03/27/98 | QP-33 | RETURN OF THE T-SQUAD |
| 04/01/98 | QP-37 | UNUSUAL SUSPECTS |
| 04/02/98 | QP-13 | READY, AIM...DUCK! |
| 04/03/98 | QP-30 | PARDON MY MOLECULES |
| 04/08/98 | QP-34 | HEAVY DENTAL |
| 04/09/98 | QP-8 | DUCKLARATION OF INDEPENDENCE |
| 04/10/98 | QP-28 | CAN'T TAKE A YOLK |
| 04/15/98 | QP-9 | SHRUNKEN HEROES |
| 04/16/98 | QP-38 | DUCK QUAKE |
| 04/17/98 | QP-35 | THE LONG ARM OF THE CLAW |
| 04/22/98 | QP-31 | TAKE MY DUCK, PLEASE |
| 04/23/98 | QP-6 | SNOW PLACE TO HIDE |
| 04/24/98 | QP-32 | HUEY DUCK, P. I. |
| 04/29/98 | QP-23 | THE BOY WHO CRIED GHOST |
| 04/30/98 | QP-24 | DUCKS BY NATURE |
| 05/01/98 | QP-18 | RECIPE FOR ADVENTURE |
| 05/06/98 | QP-29 | NONE LIKE IT HOT |
| 05/07/98 | QP-5 | I.O.U. A U.F.O. |
| 05/08/98 | QP-4 | GATOR AID |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE |
|---|---|---|
| 05/13/98 | QP-3 | NOSY NEIGHBORS |
| 05/14/98 | QP-12 | DUCKY DEAREST |
| 05/15/98 | QP-7 | TRANSMISSION: IMPOSSIBLE |
| 05/20/98 | QP-1 | HERO TODAY, DON TOMORROW |
| 05/21/98 | QP-27 | HIT THE ROAD, BACKWATER JACK |
| 05/22/98 | QP-26 | CAT AND LOUSE |
| 05/27/98 | QP-17 | FEATS OF CLAY |
| 05/28/98 | QP-25 | CAPTAIN DONALD |
| 05/29/98 | QP-10 | STUNT DOUBLE OR NOTHING |
| 06/03/98 | QP-14 | THE REALLY MIGHTY DUCKS |
| 06/04/98 | QP-22 | ISLAND OF THE NOT SO NICE |
| 06/05/98 | QP-15 | LEADER OF THE QUACK |
| 06/10/98 | QP-2 | ALL HANDS ON DUCK! |
| 06/11/98 | QP-11 | PRIDE GOETH BEFORE THE FALL GUY |
| 06/12/98 | QP-39 | NEED 4 SPEED |
| 06/17/98 | QP-36 | THE GERMINATOR |
| 06/18/98 | QP-20 | THE LATE DONALD DUCK |
| 06/19/98 | QP-19 | TASTY PASTE |
| 06/24/98 | QP-21 | PHONIEST HOME VIDEOS |
| 06/25/98 | QP-33 | RETURN OF THE T-SQUAD |
| 06/26/98 | QP-16 | KOI STORY |
| 07/01/98 | QP-13 | READY, AIM...DUCK! |
| 07/02/98 | QP-30 | PARDON MY MOLECULES |
| 07/03/98 | QP-37 | UNUSUAL SUSPECTS |
| 07/08/98 | QP-8 | DUCKLARATION OF INDEPENDENCE |
| 07/09/98 | QP-28 | CAN'T TAKE A YOLK |
| 07/10/98 | QP-34 | HEAVY DENTAL |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE |
|---|---|---|
| 07/15/98 | QP-38 | DUCK QUAKE |
| 07/16/98 | QP-35 | THE LONG ARM OF THE CLAW |
| 07/17/98 | QP-9 | SHRUNKEN HEROES |
| 07/22/98 | QP-6 | SNOW PLACE TO HIDE |
| 07/23/98 | QP-32 | HUEY DUCK, P. I. |
| 07/24/98 | QP-31 | TAKE MY DUCK, PLEASE |
| 07/29/98 | QP-24 | DUCKS BY NATURE |
| 07/30/98 | QP-18 | RECIPE FOR ADVENTURE |
| 07/31/98 | QP-23 | THE BOY WHO CRIED GHOST |
| 08/05/98 | QP-5 | I.O.U. A U.F.O. |
| 08/06/98 | QP-4 | GATOR AID |
| 08/07/98 | QP-29 | NONE LIKE IT HOT |
| 08/12/98 | QP-12 | DUCKY DEAREST |
| 08/13/98 | QP-7 | TRANSMISSION: IMPOSSIBLE |
| 08/14/98 | QP-3 | NOSY NEIGHBORS |
| 08/19/98 | QP-27 | HIT THE ROAD, BACKWATER JACK |
| 08/20/98 | QP-26 | CAT AND LOUSE |
| 08/21/98 | QP-1 | HERO TODAY, DON TOMORROW |
| 08/26/98 | QP-25 | CAPTAIN DONALD |
| 08/27/98 | QP-10 | STUNT DOUBLE OR NOTHING |
| 08/28/98 | QP-17 | FEATS OF CLAY |

# Episode Synopses

## MD-1 MICRODUCKS

The Ducks must confront the evil Dr. Droid, a man who replaced over 90% of his body with robotic parts just for the kick of it, and who is building super-robots to take over the world. In the course of the battle, the bad Doctor zaps Nosedive, Tanya and Grin with a ray that causes them to start shrinking (don't ask why; it's pretty technical). The rest of our heroes must figure out how to stop Droid and his new super-robot and stop their teammates from becoming microscopically small!

## MD-2 POWER PLAY

Dragaunus kidnaps Stanley Strazinski, a rival hockey-player who's the worst goon in the league, and turns him into a raging mutant with super-strength! Not even the Ducks' skill and firepower can stop him, and it's up to the mystical Grin -- and his flashbacks to his training with the enlightened hockey master Tai Quack Do -- to stop the out-of-control hockey mutant!

## MD-3 THE FIRST FACE-OFF PART ONE

The evil Dragaunus, last of the Saurian Overlords, escapes from a dimensional limbo-prison and proceeds to conquer Puckworld, a peaceful planet of hockey-loving ducks. A crack strike team is formed to take him out -- the Mighty Ducks! Our heroes kick Dragaunus and his evil henchmen off the planet, but when Dragaunus tries to escape through a dimensional portal, the Ducks must follow him -- and find themselves transported to the weird, alien metropolis of...Anaheim!

## MD-4 THE FIRST FACE-OFF PART TWO

Trapped in the strange new world of Anaheim, the Mighty Ducks find a manager (Phil), start a hockey franchise, build a super-secret headquarters underneath the Anaheim Pond -- and nearly get their tail feathers blown off when they discover that Dragaunus and his evil henchmen are stranded here on Earth as well!

## MD-5 PHIL IN THE BLANK

Dragaunus gains mind-control over the Ducks' manager, Phil, and uses him to lead our heroes into a series of deadly publicity-stunts! And while the Ducks are facing increasing peril, Dragaunus plans to steal a new rocket and use its engines to re-power his mega-starship, the Raptor!



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**MD-6 BUZZ BLITZMAN - MIGHTY DUCK!**

The Ducks meet their #1 fan, a geeky 12-year-old nerd named Buzz Blitsman - who also happens to be a scientific genius, and who has knowledge which Dragaunus intends to extract from his head - by force if necessary! Will the Ducks be able

**MD-7 A TRAITOR AMONG US**

Dragaunus brings Puckworld's most notorious spy to Earth, the beautiful Lucretia DeCoy, and orders her to infiltrate the Mighty Ducks. While Duke and Nosedive make complete idiots of themselves trying to impress the curvaceous Lucretia, this feathered Mata Hari manipulates the Ducks into finding a mysterious circuit-chip which Dragaunus needs to conquer the world!

**MD-8 BEAKS VS. B.R.A.W.N.**

When a bounty-hunting robot known as a B.R.A.W.N. comes to Earth in search of Dragaunus, the crafty overlord manages to reprogram it to go after the Mighty Ducks instead! Our heroes must survive the unstoppable onslaught of the super robot while trying to prevent Dragaunus from launching a new aerial assault platform which could stomp the planet flat!

**MD-9 THE HUMAN FACTOR**

On the road for a game, the Mighty Ducks become stranded in a small town, whose cheerful residents welcome them with open arms. But that night, weird things start happening, and the Ducks begin to vanish one by one - because the townsfolk have all been replaced with robot duplicates by a mad scientist who's determined to use our heroes' alien DNA to create a genetic superbeing!

**MD-10 DUNGEONS AND DUCKS"**

Dragaunus uses his dimensional gateway generator (which brought both him and the Ducks to Anaheim) to send our heroes to an "alternate" Anaheim -- one which is ruled by the laws of magic instead of the laws of physics! Our heroes must face demons, homonculi and dragons in order to defeat the evil sorcerer Asteroth and find a way back to our universe.

**MD-11 JURASSIC PUCK**

Dragaunus uses his high technology to bring dinosaurs (his distant saurian cousins) back to life. As T-Rexes, Seismosaurs and Pteranadons rampage through the city, the Ducks must fight the dinos and prevent Dragaunus from unleashing a volcano in the middle of beautiful downtown Anaheim!

**MD-12 TAKE ME TO YOUR LEADER**

When Wildwing is abducted by a pair of stranded aliens, the rest of the Mighty Ducks believe their leader has quit the team! Each of the Ducks tries filling Wildwing's shoes (and wearing his mystic Mask) while trying to defend the city from a giant alien plant which Dragaunus has unleashed!

**MD-13 MONSTER RALLY**

The Ducks are captured by the mutant beatnik car-customizer Daddy O'Cool who wants their super-vehicle, the Migrator! He's going to use it to pull a tanker-full of his mutagen to the Anaheim water supply and turn the city's residents into beat-mutants! Will the Ducks stop his mad scheme -- or will they end up pounding bongos and reciting free verse?

**MD-14 BEAK TO THE FUTURE**

Just when they're considering giving up the fight against Dragaunus, the Mighty Ducks are transported into the future -- a future where Dragaunus has conquered the planet! Our heroes must face savage mutants and giant snakes in order to return to the present -- and stop this future from ever happening!

**MD-15 ZAP ATTACK**

Dragaunus unleashes an tiny creature made of pure energy called a "Zap," who splits whenever it's attacked! Soon the Mighty Ducks are up to their beaks in rampaging Zaps -- enabling Dragaunus to take control of a new super-laser defense satellite which could fricassee the entire planet!

**MD-16 MONDO-MAN**

Alvin Yazbek is a wannabe superhero who resents the Mighty Ducks' fame - until Dragaunus gives him real superpowers! As Mondo-Man, defender of "truth, justice, and the Anaheim Way," he wages a one-man war against our heroes, determined to prove himself the top superhero of all time!

**MD-17 DUCK HARD**

When Dragaunus' henchmen take over the Ducks' headquarters beneath the Anaheim Pond, it's up to Wildwing and Police Captain Klegghorn to break into the vast subterranean compound! The pair of unlikely allies must fight the Ducks' own defenses in order to stop Dragaunus from using the Ducks' supercomputer to access military missile launch-codes and take over the world!

**MD-18 PUCK FICTION**

When the Ducks are framed for a series of jewel robberies, it's up to Nosedive and Grin to go

(more...)

undercover with the mob to solve the mystery of the glowing briefcase and clear their teammates' names! What's in the briefcase? Where is the Lemurian Falcon? Who is the mysterious "Mister Big"?

**MD-19 MAD QUACKS BEYOND HOCKEYDOME**

The Ducks are shanghaied to a distant planet where they must take part in "space hockey" - a highly lethal version of their beloved game! Our heroes must skate for their lives as they face a variety of vicious alien opponents armed to the teeth with high-tech weapons!

**MD-20 THE MOST DANGEROUS DUCK HUNT**

The Ducks are stranded on a tiny island owned by Baron Von Lichtenstamp, who intends to hunt our heroes as the ultimate "sport!" With only their skill and wits, the Ducks must survive the treacherous jungle and the Baron's high-tech weapons - or else they'll wind up as trophies on the Baron's wall!

**MD-21 THE ICED DUCKS COMETH"**

A pair of cold-blooded aliens land on Earth and proceed to use their weather machine to freeze Southern California in order to make it a more "hospitable" environment for them. The Ducks succeed in defeating the aliens, but their troubles are just beginning -- because now Dragaunus has the weather machine, and he proceeds to unleash lightning, boulder-sized hail, and tornadoes on the city!

**MD-22 THE RETURN OF ASTEROTH**

The evil sorcerer Asteroth comes from the "magical" Anaheim to our Anaheim, bringing his arsenal of supernatural creatures with him! The Mighty Ducks must fight golems, demons, minotaurs and a super-dragon on the streets of Anaheim in order to prevent Asteroth from pulling our world into the Dark Zone!

**MD-23 BRINGING DOWN BABY**

Dragaunus arranges for the Ducks to find an alien egg -- which hatches a cute 'n cuddly alien critter, who immediately bonds with Nosedive as his "papa." But "Baby" doesn't stay cute for long: soon it's grown into a huge rampaging monster which is threatening to tear up the city!

**MD-24 THE RETURN OF DR. DROID**

The crazed mechanical genius is back - and he's determined to wipe all human "bacteria" off the face of the planet so he and his machine "brothers" can rule the world. His new supercomputer is capable of controlling any and every machine in the city, and the Ducks have their hands full fighting out-of-control fax machines, killer refrigerators, and rampaging exercise machines!

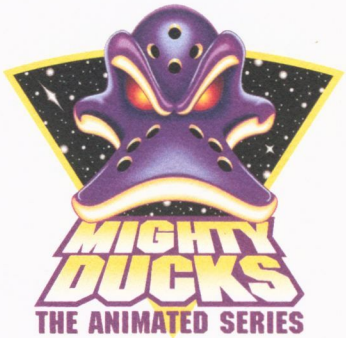
(more...)

**MD-25 TO CATCH A DUCK**

When a series of daring jewel-heists are committed, the other Ducks suspect their teammate Duke -- who was once the most notorious thief on Puckworld before turning straight. But Duke realizes the robberies are the handiwork of his former partner-in-crime Falcone -- who has been brought to Earth by Dragaunus! Duke must pretend to join up with Falcone in order to uncover Dragaunus' evil plan to wipe out the minds of every human on the planet!

**MD-26 THE FINAL FACE OFF**

At last Dragaunus discovers a source of Bellerium Crystals - the rare element he needs to repower the Raptor and conquer the world - on the lost island of Atlantis! Wildwing must track Dragaunus' henchmen to the island, but he's too late to stop them from getting the crystals. In the touching season finale, the Mighty Ducks beat the living scales off the Saurian bad guys, blast the heck out of the Raptor, and send it to the bottom of the ocean! All in time for our heroes to make the Stanley Cup finals!




# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 09/01/97 | MD-23 | BRINGING DOWN BABY | |
| 09/02/97 | MD-5 | PHIL IN THE BLANK | |
| 09/08/97 | MD-2 | POWER PLAY | |
| 09/09/97 | MD-9 | THE HUMAN FACTOR | |
| 09/15/97 | MD-15 | ZAP ATTACK | |
| 09/16/97 | MD-12 | TAKE ME TO YOUR LEADER | |
| 09/22/97 | MD-14 | BEAK TO THE FUTURE | |
| 09/23/97 | MD-19 | MAD QUACKS BEYOND HOCKEYDOME | |
| 09/29/97 | MD-22 | THE RETURN OF ASTEROTH | |
| 09/30/97 | MD-10 | DUNGEONS AND DUCKS | |
| 10/06/97 | MD-21 | THE ICED DUCKS COMETH | |
| 10/07/97 | MD-20 | THE MOST DANGEROUS DUCK HUNT | |
| 10/13/97 | MD-25 | TO CATCH A DUCK | |
| 10/14/97 | MD-6 | BUZZ BLITSMAN, MIGHTY DUCK! | |
| 10/20/97 | MD-18 | PUCK FICTION | |
| 10/21/97 | MD-17 | DUCK HARD | |
| 10/27/97 | MD-24 | THE RETURN OF DR. DROID | |
| 10/28/97 | MD-7 | A TRAITOR AMONG US | |
| 11/03/97 | MD-1 | MICRODUCKS | |
| 11/04/97 | MD-8 | BEAKS VS. B.R.A.W.N. | |
| 11/10/97 | MD-26 | THE FINAL FACE OFF | |
| 11/11/97 | MD-13 | MONSTER RALLY | |
| 11/17/97 | MD-16 | MONDO-MAN | |
| 11/18/97 | MD-11 | JURASSIC PUCK | |
| 11/24/97 | MD-3* | THE FIRST FACE OFF - PART 1 | * 2-Part Series |
| 11/25/97 | MD-4* | THE FIRST FACE OFF - PART 2 | * 2-Part Series |

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# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 12/01/97 | MD-5 | PHIL IN THE BLANK | |
| 12/02/97 | MD-23 | BRINGING DOWN BABY | |
| 12/08/97 | MD-9 | THE HUMAN FACTOR | |
| 12/09/97 | MD-2 | POWER PLAY | |
| 12/15/97 | MD-12 | TAKE ME TO YOUR LEADER | |
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| 01/05/98 | MD-20 | THE MOST DANGEROUS DUCK HUNT | |
| 01/06/98 | MD-21 | THE ICED DUCKS COMETH | |
| 01/12/98 | MD-6 | BUZZ BLITSMAN, MIGHTY DUCK! | |
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| 02/03/98 | MD-1 | MICRODUCKS | |
| 02/09/98 | MD-13 | MONSTER RALLY | |
| 02/10/98 | MD-26 | THE FINAL FACE OFF | |
| 02/16/98 | MD-11 | JURASSIC PUCK | |
| 02/17/98 | MD-16 | MONDO-MAN | |
| 02/23/98 | MD-3* | THE FIRST FACE OFF - PART 1 | * 2-Part Series |
| 02/24/98 | MD-4* | THE FIRST FACE OFF - PART 2 | * 2-Part Series |

# BROADCAST SCHEDULE
## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 03/02/98 | MD-23 | BRINGING DOWN BABY | |
| 03/03/98 | MD-5 | PHIL IN THE BLANK | |
| 03/09/98 | MD-2 | POWER PLAY | |
| 03/10/98 | MD-9 | THE HUMAN FACTOR | |
| 03/16/98 | MD-15 | ZAP ATTACK | |
| 03/17/98 | MD-12 | TAKE ME TO YOUR LEADER | |
| 03/23/98 | MD-14 | BEAK TO THE FUTURE | |
| 03/24/98 | MD-19 | MAD QUACKS BEYOND HOCKEYDOME | |
| 03/30/98 | MD-22 | THE RETURN OF ASTEROTH | |
| 03/31/98 | MD-10 | DUNGEONS AND DUCKS | |
| 04/06/98 | MD-21 | THE ICED DUCKS COMETH | |
| 04/07/98 | MD-20 | THE MOST DANGEROUS DUCK HUNT | |
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| 05/05/98 | MD-8 | BEAKS VS. B.R.A.W.N. | |
| 05/11/98 | MD-26 | THE FINAL FACE OFF | |
| 05/12/98 | MD-13 | MONSTER RALLY | |
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## 1997-1998

| AIRDATE | EP. # | TITLE | NOTES |
|---|---|---|---|
| 06/01/98 | MD-5 | PHIL IN THE BLANK | |
| 06/02/98 | MD-23 | BRINGING DOWN BABY | |
| 06/08/98 | MD-9 | THE HUMAN FACTOR | |
| 06/09/98 | MD-2 | POWER PLAY | |
| 06/15/98 | MD-12 | TAKE ME TO YOUR LEADER | |
| 06/16/98 | MD-15 | ZAP ATTACK | |
| 06/22/98 | MD-19 | MAD QUACKS BEYOND HOCKEYDOME | |
| 06/23/98 | MD-14 | BEAK TO THE FUTURE | |
| 06/29/98 | MD-10 | DUNGEONS AND DUCKS | |
| 06/30/98 | MD-22 | THE RETURN OF ASTEROTH | |
| 07/06/98 | MD-20 | THE MOST DANGEROUS DUCK HUNT | |
| 07/07/98 | MD-21 | THE ICED DUCKS COMETH | |
| 07/13/98 | MD-6 | BUZZ BLITSMAN, MIGHTY DUCK! | |
| 07/14/98 | MD-25 | TO CATCH A DUCK | |
| 07/20/98 | MD-17 | DUCK HARD | |
| 07/21/98 | MD-18 | PUCK FICTION | |
| 07/27/98 | MD-7 | A TRAITOR AMONG US | |
| 07/28/98 | MD-24 | THE RETURN OF DR. DROID | |
| 08/03/98 | MD-8 | BEAKS VS. B.R.A.W.N. | |
| 08/04/98 | MD-1 | MICRODUCKS | |
| 08/10/98 | MD-13 | MONSTER RALLY | |
| 08/11/98 | MD-26 | THE FINAL FACE OFF | |
| 08/17/98 | MD-11 | JURASSIC PUCK | |
| 08/18/98 | MD-16 | MONDO-MAN | |
| 08/24/98 | MD-3* | THE FIRST FACE OFF - PART 1 | * 2-Part Series |
| 08/25/98 | MD-4* | THE FIRST FACE OFF - PART 2 | * 2-Part Series |